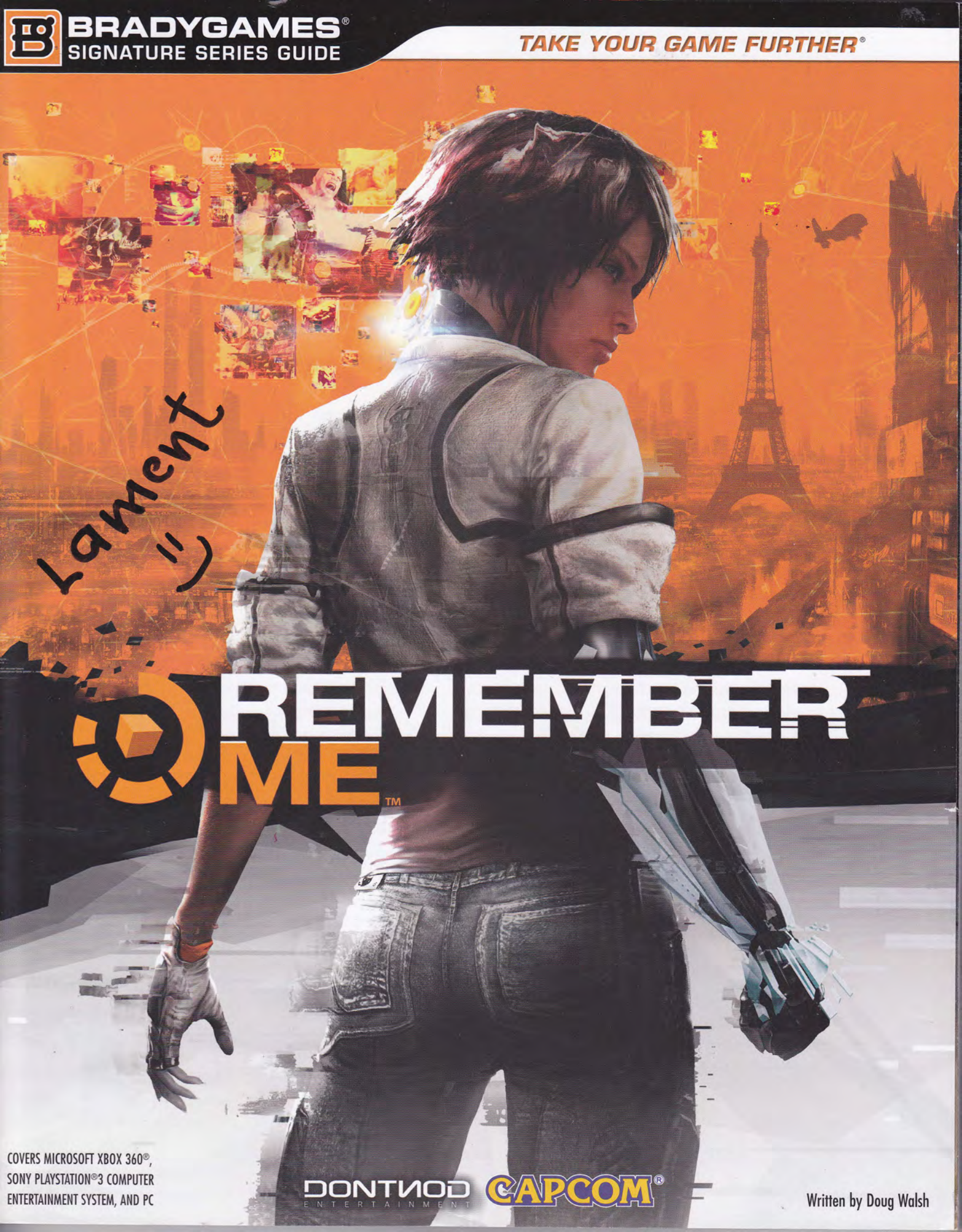
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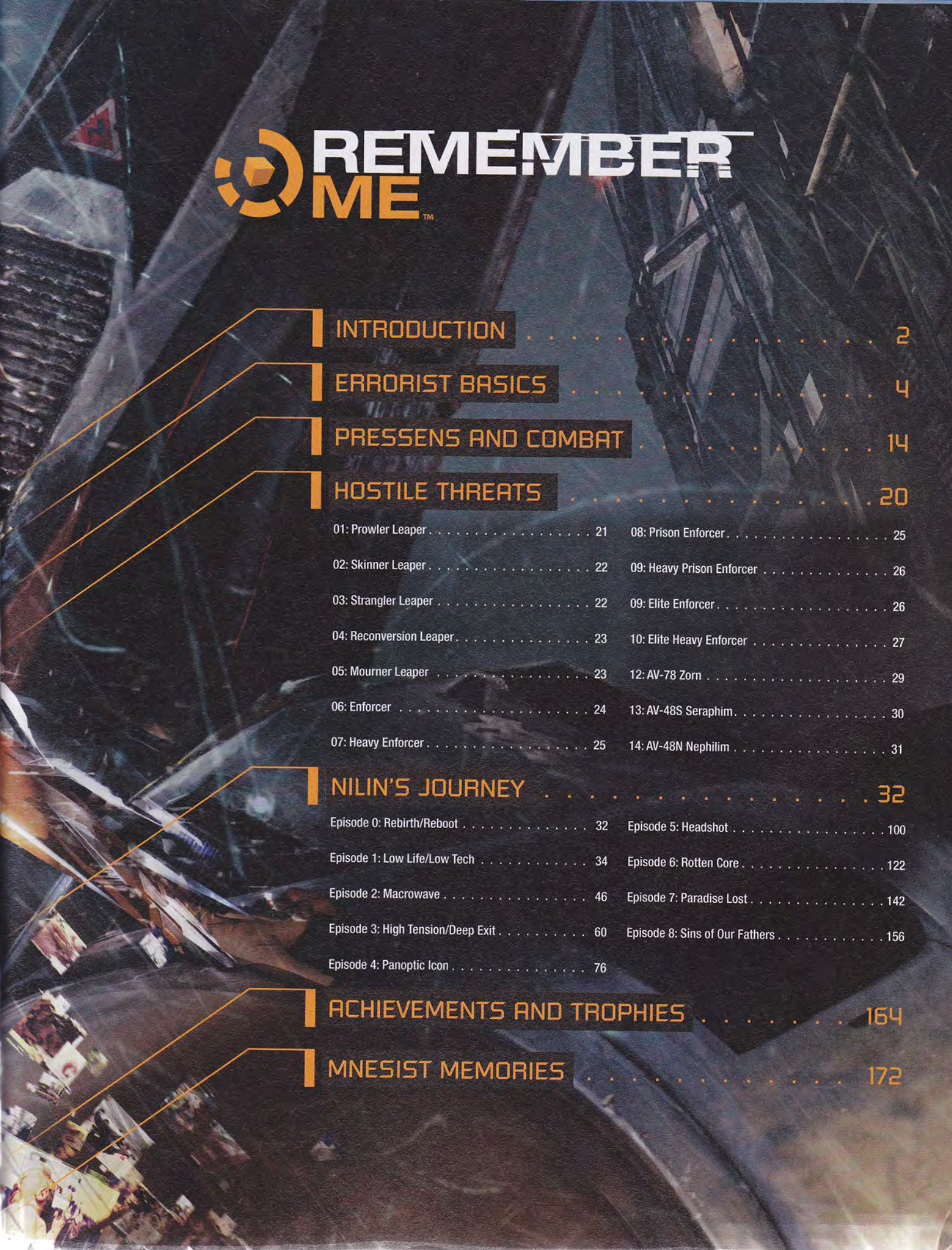
COVERS MICROSOFT XBOX 360®, SONY PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM, AND PC

DONTNOD ENTERTAINMENT

CAPCOM®

Written by Doug Walsh





REMEMBER ME™

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INTRODUCTION

Bienvenue to Neo-Paris, 2084.

Personal memories can now be digitized, bought, sold, and traded. The last remnants of privacy and intimacy have been swept away in what appears to be a logical progression of the explosive growth of social networks at the beginning of the 21st century. The citizens themselves have accepted this surveillance society in exchange for the comfort only smart technology can provide. This memory economy gives immense power over society to just a handful of people.

Remember Me is a third-person action adventure where players take on the role of Nilin, a former elite memory hunter with the ability to break into people's minds and steal or even alter their memories. The authorities, fearful of her knowledge and capabilities, arrested Nilin and wiped her memory clean. After her escape from prison, Nilin sets out on a mission to recover her identity, helped by her last and only friend. This search for her past leads to her being hunted by the very people that created this surveillance society.

ABOUT THIS GUIDE

Remember Me provides an exciting combination of freeform exploration and combat along with an innovative combo system that allows the player to design their own attack combinations. This guide covers every aspect of the game from navigation to combat to item hunting. Here's just a sample of what you'll find inside:

PRESSENS AND COMBAT: This chapter contains numerous sample combos, their stats, and tips on how to best use each type of Pressen against each form of enemy.

NILIN'S JOURNEY: A step-by-step walkthrough filled with maps, expert boss tactics, and navigational advice designed to help you find 100% of the collectibles and complete the game as efficiently as possible.

MNESIST MEMORIES: *Remember Me* has a fascinating backstory revealed only through the 40 Mnesist Memories. This chapter provides detailed information on where each memory is located and also puts all of the lore at your fingertips so you can learn all about Neo-Paris outside the game.

ACHIEVEMENTS/TROPHIES: This detailed guide provides very specific tips and advice for unlocking all 50 of the Achievements/Trophies contained in the game.



ERRORIST BASICS

This portion of the guide is intended to complement the user's manual and in-game tutorials. Here you'll find information on all of the game's systems, collectibles, and points of interest, as well as general tips for successful gameplay. Advanced tactics and combat strategies can be found in later chapters.

CONTROLS

Nilin's quest to stop the Memorize Corporation and bring an end to the widespread abuse of Sensen technology comprises three main gameplay elements: navigation, combat, and performing Memory Remixes. The navigation and combat controls should be familiar to anyone with experience in third-person action adventure games.

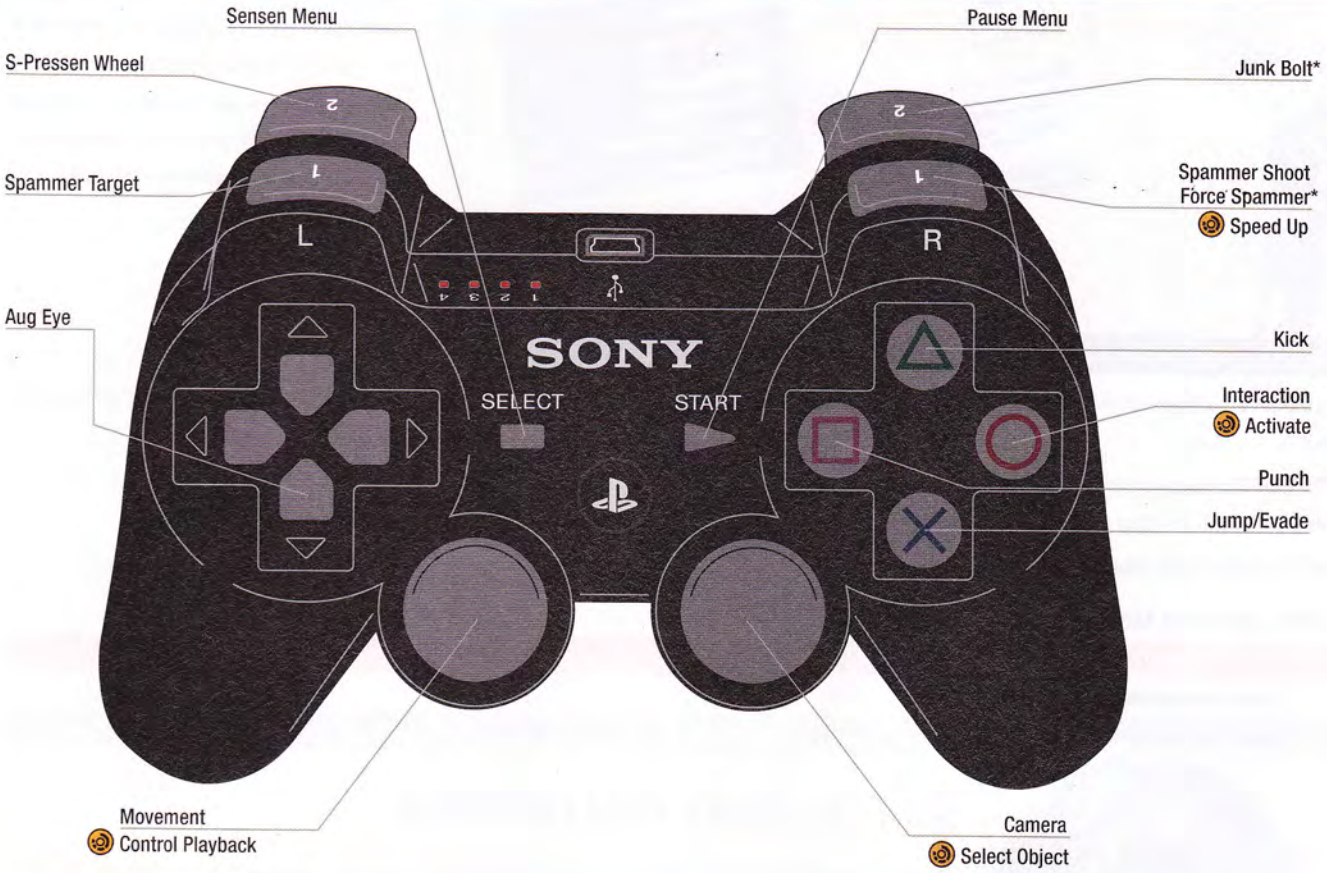
We'll describe Memory Remixes in more detail later, but the controls are very straightforward. Use these controls to investigate various items in cinematics and alter their state to create the desired outcome.

XBOX

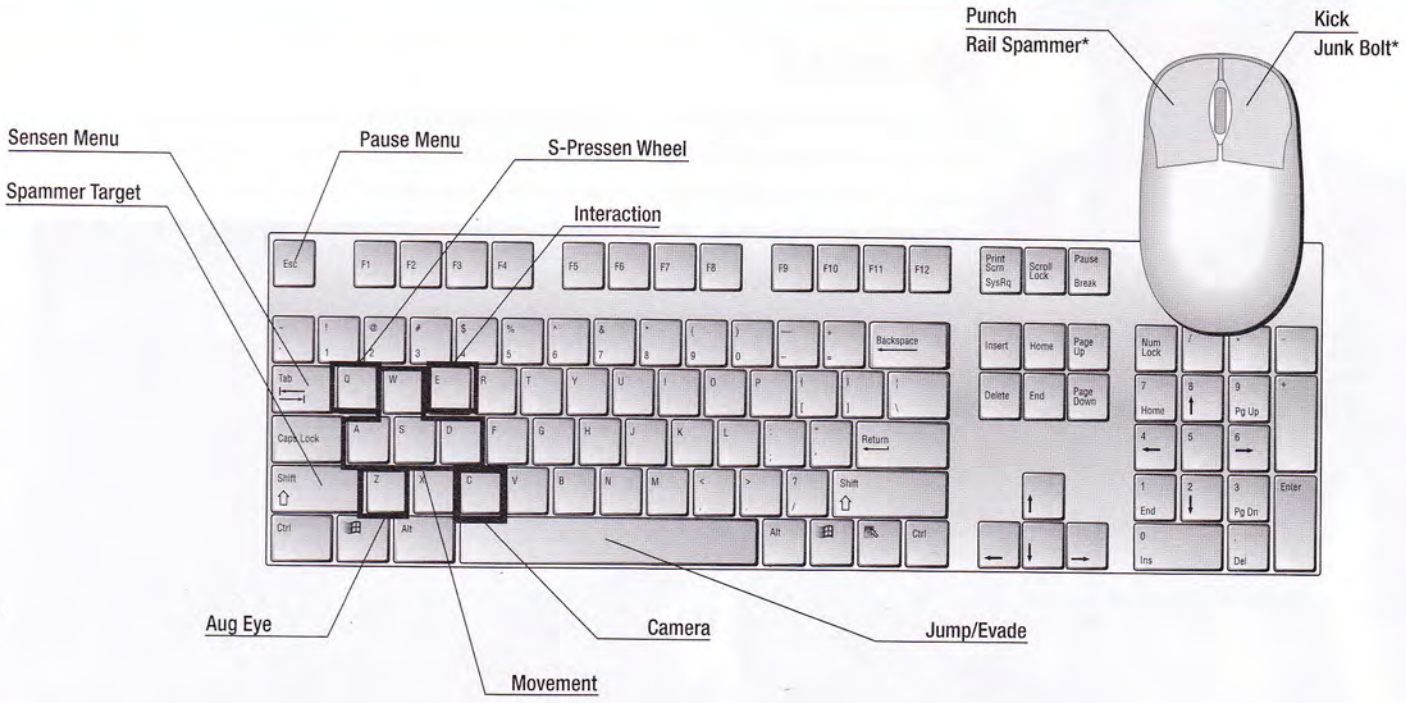


*MUST HOLD CORRESPONDING SPAMMER TARGET BUTTON TO ACHIEVE LOCK-ON BEFORE FIRING SPAMMER AND JUNK BOLT.

PS3



PC



Access the Memory Remix controls via an Xbox 360 Controller for Windows or by changing the key bindings in the options menu.



Use the Load Episode screen to check your progress towards the many collectibles in the game.

GAMEPLAY OPTIONS

Remember Me contains a Story Mode consisting of a brief prologue and eight episodes. Players can select the "Load Episode" option from the main menu to replay any previously-reached episode. Use the Load Episode option to hunt down missing collectibles or to replay your favorite scenes from the game.

It's possible to change the difficulty at any time, either by using the Pause Menu or by selecting the Load Episode option. Progress towards Achievements/Trophies will be reset to reflect the new difficulty.

SCRIPT KIDDIE: Enjoy the story! No need to be a top fighter.

ERRORIST AGENT: The ideal challenge for frequent gamers.

MEMORY HUNTER: Test your limits.

Global Difficulty Modifiers

Variable	Script Kiddie	Errorist Agent	Memory Hunter
Enemy Damage Multiplier	0.75	1.0	2.0
Overall Enemy Attack Rate	Slow	Medium	High



ALIVE AND POWERFUL

Nilin begins her adventure as an escaped prisoner with no recollection of her former life, other than her name. She has very little health and has had her combat knowledge stripped away by the masters of La Bastille Prison. Little by little, Nilin's memory returns to her and, with it, comes her knowledge of Pressens, S-Pressens, and her ability to use the tools of the Memory Hunter trade.

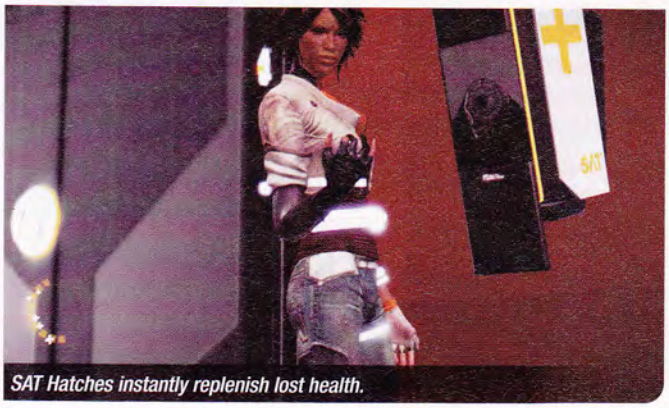
HEALTH

Nilin begins with just five chunks of health (roughly 100 HP each), but can gain up to five additional chunks for a total of 1,000 HP. The only way to increase her max health is by locating SAT Patches. There are 25 SAT Patches scattered across Neo-Paris. Nilin gains an additional chunk of health for every five SAT Patches that she finds.



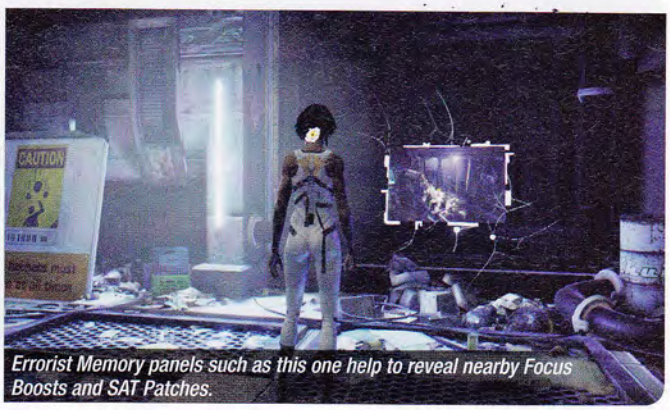
Collect five of these small orange packets to gain an extra chunk for the Health gauge.

In addition to increasing Nilin's total health, there are two ways to replenish lost health. One option is to use Regen Pressens in combat (see the "Pressens and Combat" chapter) and the other is to access a SAT Hatch. SAT Hatches provide free, instant medical care. They are single use stations, identifiable by their white and orange design, and are almost universally located following an area where numerous enemies are present. Consult the maps throughout the walkthrough to make sure you don't miss any SAT Hatches.



SAT Hatches instantly replenish lost health.

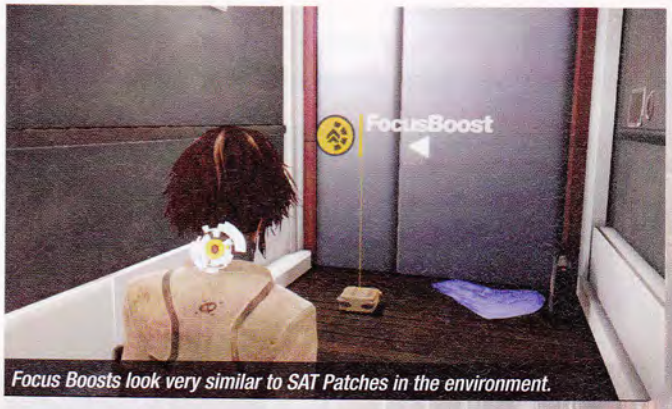
You accumulate Focus during combat, both by inflicting and receiving damage. Nilin gains the same amount of Focus per attack, regardless of the Pressen type used. That being said, she does earn additional Focus by performing a Memory Overload finishing attack. Memory Overloads can only be performed after an enemy has been struck by a predetermined number of Power Pressens. So it does pay to use more Power Pressens when trying to gain Focus, but only against those enemies who are susceptible to Memory Overloads.



Errorist Memory panels such as this one help to reveal nearby Focus Boosts and SAT Patches.

FOCUS

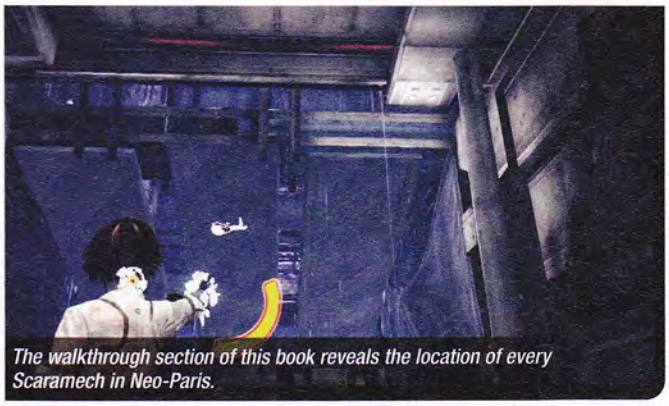
Nilin comes to learn five special attacks known as S-Pressens. These powerful attacks consume their own unique resource known as Focus. Nilin gets her first chunk of Focus when learning the Sensen Fury S-Pressen. As with her Health gauge, she can gain additional chunks of Focus by finding collectible Focus Boosts. There are 15 total Focus Boosts. Nilin gains an additional chunk of Focus for every five Focus Boosts found, yielding a possible total of four chunks of Focus.



Focus Boosts look very similar to SAT Patches in the environment.

PMP PROCEDURAL MASTERING POINTS (PMP)

One of the ways that Nilin grows in strength is through the accumulation of Procedural Mastering Points (PMP). As her PMP total continues to grow, she reaches thresholds that earn keys that can be used to unlock additional Pressens. These Pressens can then be used to fill out her available Pressen Combos. There are a total of 22 Pressens, with several being made available automatically as Nilin remembers their use. 15 of these 22 Pressens must be unlocked by reaching PMP thresholds.



The walkthrough section of this book reveals the location of every Scaramech in Neo-Paris.

Nilin can earn PMP in any one of three ways:

> By defeating enemies. Nilin can earn between 100 and 1000 PMP for every enemy she defeats in combat.

> By performing 6-hit, 7-hit, or 8-hit Combos. These lengthy Pressen Combos can earn her 20, 30, and 50 PMP, respectively.

> By destroying Scaramechs. There are 55 Scaramechs scattered throughout Neo-Paris and each one yields 200 PMP.

PMP Thresholds

Level	PMP
2	1100
3	2000
4	4000
5	7000
6	10,000
7	14,000
8	18,000
9	23,000
10	28,000
11	33,000
12	38,000
13	43,000
14	48,000
15	53,000

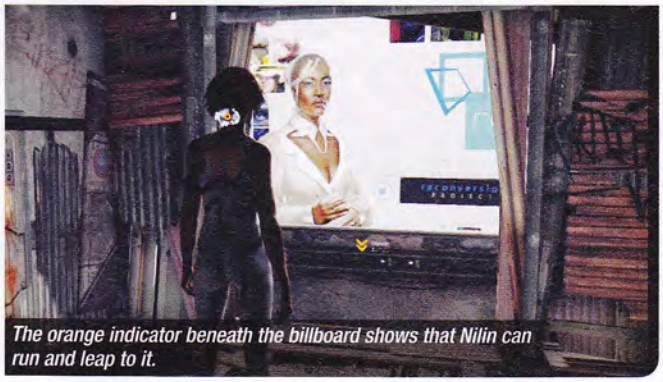
THE LIFE OF A MEMORY HUNTER

As a Memory Hunter, Nilin gained a set of skills that were unrivaled amongst those in the Errorist movement. She was exceptionally skilled at climbing, at fighting, and had the skill to remix people's memories, forcing them to believe what she wanted. It's now up to you to guide her as she regains her former skills and seeks to topple the Memorize Corporation.

TRAVERSING THE CITY

Much of the gameplay in *Remember Me* involves acrobatic climbing, jumping, and running. Neo-Paris is a vertical world and Nilin spends a great deal of time clinging to narrow ledges, shimmying up and down gutters, and traversing rails that might fall from under her at any moment.

Fortunately for Nilin, her Sensen is able to identify those handholds and project a bright orange indicator onto them, including the distance from her current position. By using the Movement and Jump controls (and the Interact button to drop to a lower ledge) you can guide Nilin across a dizzying landscape by following these Sensen prompts.



The orange indicator beneath the billboard shows that Nilin can run and leap to it.



It's important to watch Nilin's body positioning to know when a jump is possible.

Though the way forward is always revealed by the Sensen, there are also a number of secret ledges and balconies that go undetected by the Sensen. It's a good idea to point the Movement controls in different directions to see how Nilin reacts. Study her body language, as she only prepares herself to lunge if there is a valid ledge to grab onto. This helps you discover those areas that lie beyond the camera's view or are otherwise undetected by the Sensen.

The in-game tutorials guide you through each of Nilin's possible maneuvers:

> Running long jump to leap over gaps.

> Climbing laterally and vertically along solid rails.

> Vaulting over a solid object such as a sign.

> Leaping from one ledge to another in any direction.

> Using the Speed button to increase the speed or your movements.

ERRORIST COMBAT

Combat is kept separate from navigation in *Remember Me* so you never need to worry about performing attacks while climbing or leaping from edge to edge while being attacked. Instead, each enemy encounter is limited to arena-like areas where both Nilin and the enemies are restricted from leaving the area until the other side has been defeated.

The bulk of combat is done through the use of Pressens, a variety of kicks and punches that can be linked together in the Combo Lab to perform 3-hit, 5-hit, 6-hit, and 8-hit Combos. The sequence of button presses never changes, providing the player with four easy to remember combinations, no pun intended. The "Pressens and Combat" chapter provides an exhaustive explanation of the Pressens and S-Pressens available to Nilin, the in-game Combo Lab, and how to construct the most effective Pressen Combos for each situation.

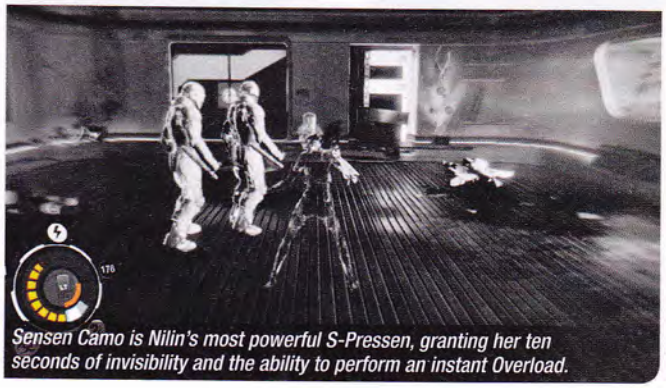


The Dynamic Combo Display helps you to track the combos you build in the Combo Lab.

Pressen Combos aren't Nilin's only weapon against the Leapers and Enforcers she encounters. She also has a variety of special attacks known as S-Pressens, Hunt Glove tools, and special finishing moves.

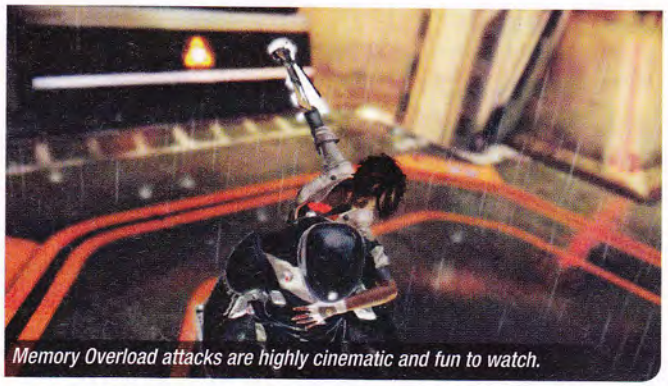
S-PRESSENS

Nilin gradually remembers the five special attacks she used to know. These attacks are called S-Pressens and consume a chunk of the Focus Gauge each time they are used. S-Pressens have cooldown times associated with them (reduced by using Cooldown Pressens in combat) but grant Nilin very special abilities. S-Pressens can instantly turn the tide of battle by turning Nilin invisible, allowing her to quickly perform free flowing attacks across great distances, or even turn robots into allies! Learn all about the S-Pressens in the "Pressens and Combat" chapter.


Sensen Camo is Nilin's most powerful S-Pressen, granting her ten seconds of invisibility and the ability to perform an instant Overload.

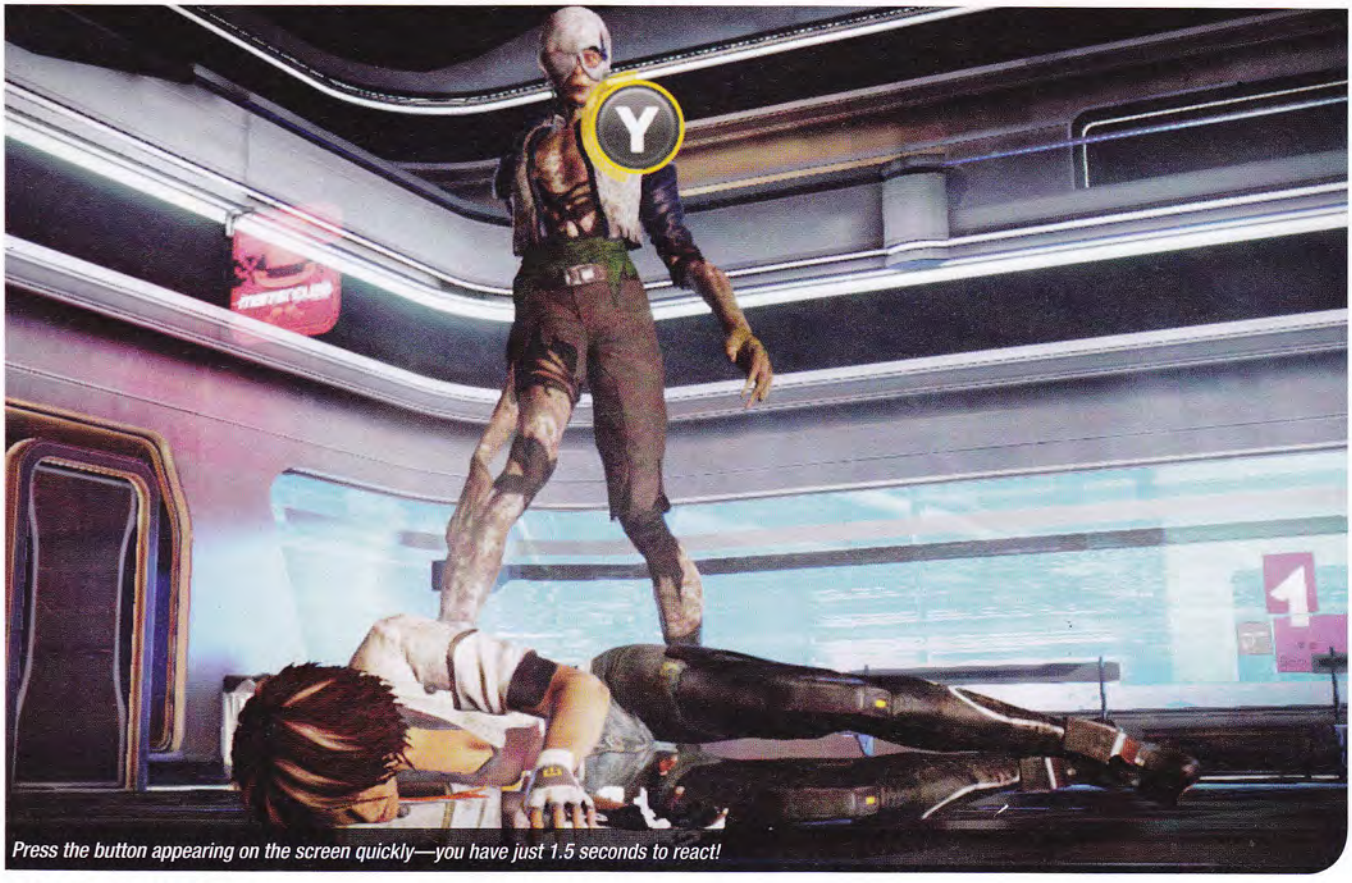
MEMORY OVERLOAD

Some enemies are susceptible to a special attack known as a Memory Overload. When hit by a certain number of Power Pressens, vulnerable enemies hunch over in a daze and an "Overload" prompt appears behind them. Run towards them and press the Interact button to perform the Memory Overload. Nilin instantly defeats the enemy with a powerful attack, gaining additional Focus in the process. Consult the enemy data tables in the "Hostile Threats" chapter to see which enemies are susceptible to Memory Overloads and how many Power Pressens they require.


Memory Overload attacks are highly cinematic and fun to watch.

QUICK-TIME TERMINATIONS

Boss enemies, Mourner Leapers, and the AV-78 Zorn robot cannot be defeated without successfully completing a brief event. Inflict the necessary damage to bring up the "Terminate" prompt and initiate the final sequence. The enemy spurns Nilin's final attack and the cinematic event commences. Stay calm, watch the screen, and press the buttons as prompted to successfully complete the kill. Failure to complete the event results in the enemy regaining a small amount of health and the battle continuing. Boss enemies have unique event sequences, but Mourner Leapers and AV-78 Zorns have the same sequence: Kick, Punch, Kick.



Press the button appearing on the screen quickly—you have just 1.5 seconds to react!

MEMORY HUNTER TECH

The Memory Hunter's most prized possession is the Hunt Glove and Nilin gains hers at the end of Episode 1, after meeting Tommy at the Leaking Brain. On its own, the Hunt Glove can steal memories and perform Memory Remixes, but not much else. Fortunately for Nilin, she's going to gain several additional pieces of technology that make her fight go a little more smoothly.

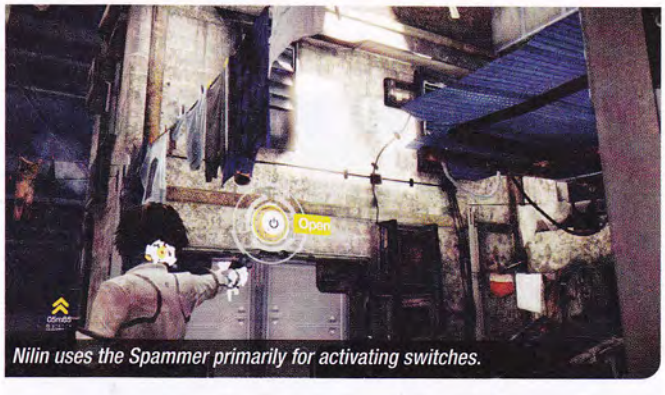
SPAMMER

Obtained during Episode 2.

Spammer Data

Damage	Spammer Gauge Cost	Focus Gained
12	15	4

Invented by Kid X-Mas, the Spammer shoots data bursts that stun and damage opponents' Sensens. During fights, Nilin can use the Spammer to shoot at enemies. During exploration, the Spammer is used to interact with specific switches. The Spammer (and Junk Bolt) can only be used when the Spammer Gauge isn't empty. This gauge automatically refills as the Spammer cools. The orange Spammer Gauge contains 250 points of energy and each Spammer shot consumes 15. In combat, Spammers are helpful for shooting Leapers off of walls and for use against robots.



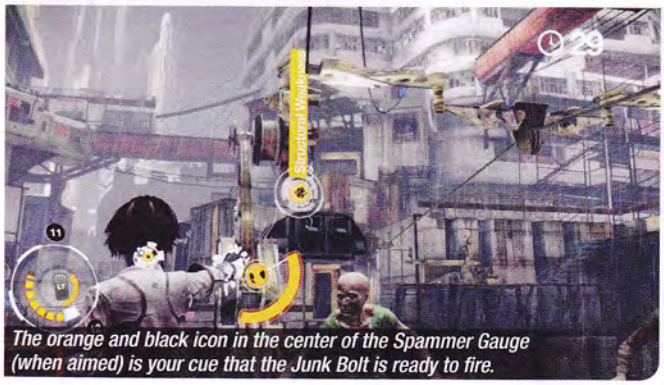
Nilin uses the Spammer primarily for activating switches.

JUNK BOLT
Obtained during Episode 3.

Junk Bolt Data

Damage	Spammer Gauge Cost	Focus Gained
200	250	4

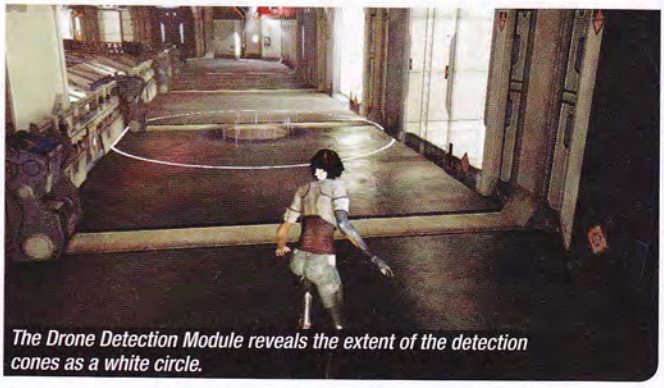
The Junk Bolt upgrades the Spammer to allow it to strike very hard and destroy structural weaknesses in equipment and buildings. The Junk Bolt inflicts very heavy damage against enemies but consumes the entire Spammer Gauge in one shot. Despite your having to wait roughly six seconds between shots, the Junk Bolt is a valuable weapon in combat. The Junk Bolt can destroy the C3 shields carried by Heavy Enforcers with a single shot. The Junk Bolt is also useful in destroying weakened targets and in destroying Scaramechs with a single shot.



The orange and black icon in the center of the Spammer Gauge (when aimed) is your cue that the Junk Bolt is ready to fire.

DRONE DETECTION MODULE
Obtained during Episode 4.

Once equipped, the Drone Detection Module allows Nilin to see the Security Drones' detection range. This device works automatically, effectively giving Nilin the ability that she had when first following Bad Request's Remembranes. Take advantage of this gift and never enter a room with Security Drones without first studying the limits of their patrol paths. The maps contained in the walkthrough portion of this guide show the patrol paths so you can easily avoid them.


The Drone Detection Module reveals the extent of the detection cones as a white circle.

FORCE SPAMMER
Obtained during Episode 4.

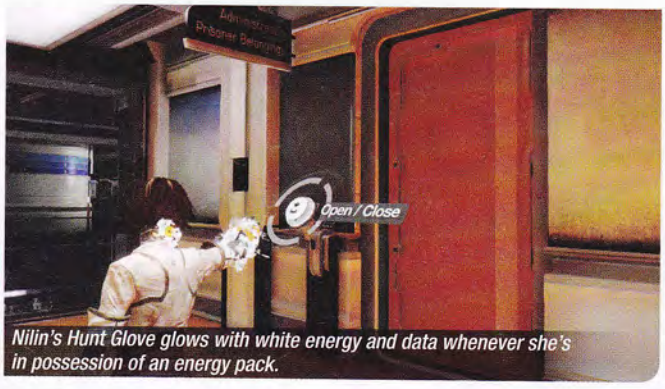
The Force Spammer remotely moves devices by overloading their control systems and sustaining a constant amount of trash data in their routines. The Force Spammer can only be used against movable switches. Target the switch as you would with the Spammer then press and hold the Spammer button to use the Force Spammer. Keep the button held while using the Movement controls to slide the object up, down, or left and right.



The Force Spammer can be used to slide very large, heavy objects out of Nilin's path.

PICK-SOCKET
Obtained during Episode 6.

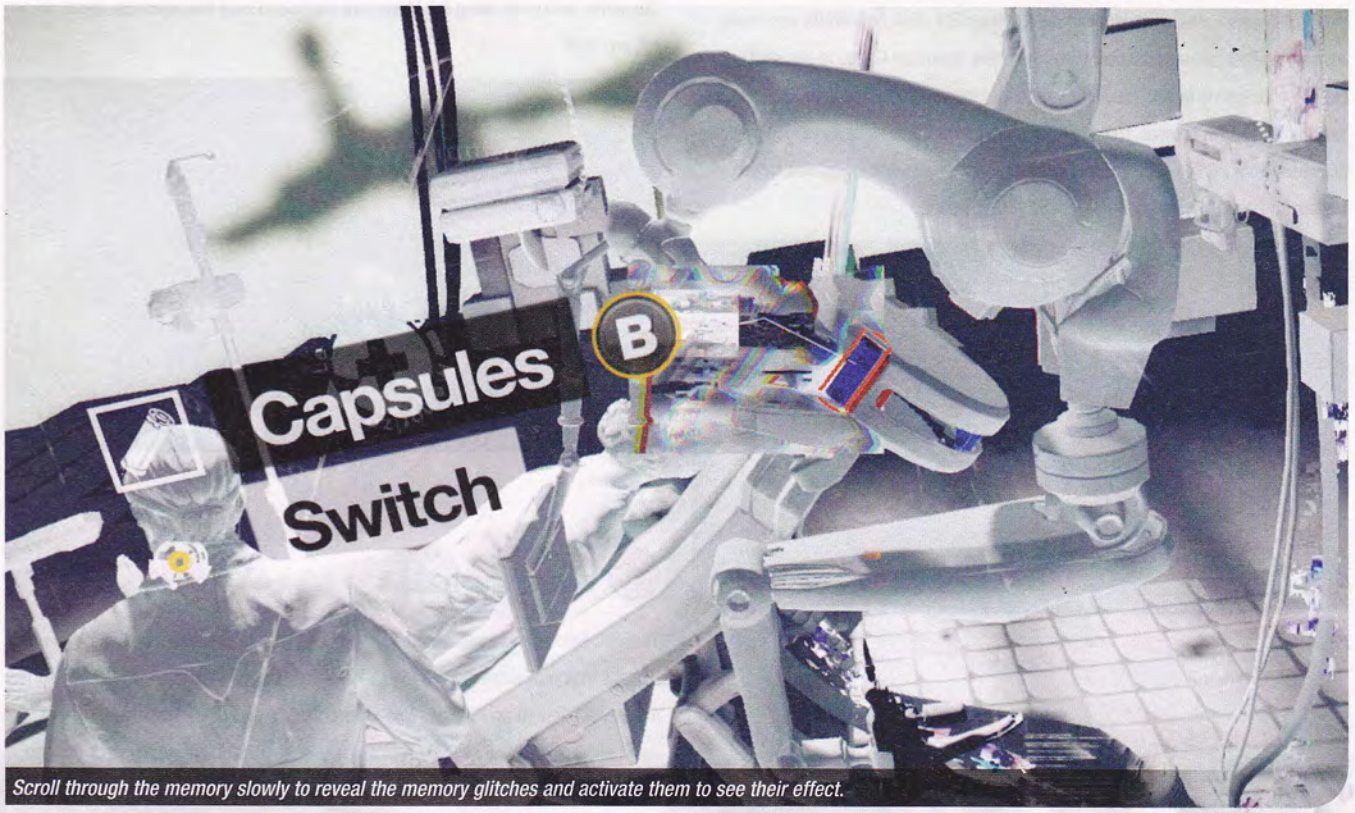
The Pick-Socket is a small, versatile, illegal, and efficient device that generates a dual digital and energy salvo to open digital locks and security systems. Many of the higher security appliances and locks in Neo-Paris contain a socket that can be thought of as an energy pack. The Pick-Socket can be used to extract this energy pack from an active device and then transfer it to an inactive one to power it on. The Pick-Socket is used with the same controls as the Spammer, but only on suitable devices. As a rule of thumb, you should always try to take an energy pack with you, as the Pick-Socket can be used to open many secret passages. The Pick-Socket can also be used through glass windows and doors.



Nilin's Hunt Glove glows with white energy and data whenever she's in possession of an energy pack.

MEMORY REMIXES

Of all the abilities that Nilin possesses, it's her ability to remix memories that sets her apart from other Memory Hunters. Nilin knows she has a tremendous gift—and uses it only when absolutely necessary. Memory Remixes involve watching a cinematic to see how the event actually happened. Then, once aware of the desired result, the player must rewind the scene, look for memory glitches—items that can be altered within the memory without alarming the host—and activate those that will yield a different outcome. This not only changes the cinematic, but changes that moment's effect on the host's point of view and personality.



Scroll through the memory slowly to reveal the memory glitches and activate them to see their effect.

There are four Memory Remixes in the game. The walkthrough portion of the guide provides complete step-by-step instructions on how to not only achieve the desired result, but also locate the hidden "Memory Bug" in each Remix as well.



EXTRAS

Artwork: Unlocked after completing a particular episode. One page of artwork unlocks for each episode completed, for eight total pages.

3D Models: Unlocked for each Achievement/Trophy the player unlocks while playing the game. There are 50 in total.

3D Model Unlocking Schedule

Model	Achievement/Trophy
Medical staff + Valet	Dead Man's Chest
Tommy	Forged Alliance
Kid X-Mas	Christmas is Over
Zorn EP3 (Nilin Overload)	Jail Break-in
Bad Request prisoner	Murder Incorporated
Gabriel Trace	Are You my Mummy?
Johnny Greenteeth	Mind Craft
Olga and her Dropship	Towering Inferno
Nilin child with Jax	Script Kiddie
Nilin	Errorist Agent
Nilin child & Charles 2064 + Scylla 2064	MemHunter Elite
Citizens mid-Paris 02	I Know Kung Fu
Zorn EP0 (compact)	Rust in Peace
Nilin & Kid (Street Fighter)	Float Like a Butterfly
Madame	The Wheat and the Chaff
H3O	Final Overload
Mourner Leapers	Leader of the Pack
Zorn EP7 (combat mode)	Out of the Friend Zorn
Leaper Skinner	You Missed Me
Leaper Prowler	The Fallen
Leaper Strangler	Fiat Lux!
Prison Heavy Enforcer	The Shield is Down!
Enforcer mid-Paris	Fuzzy Logic
Group Citizens mid-Paris 01	Fury Lover
Nephilim	Machines Do it Better
Quaid	I Do Like Spam!
Secret Lab guinea-pigs	Lord of the Ring
Leaper Skinner (with dead Leaper)	400
Seraphim	Serve the Servant
Citizens deep-Paris 02	8 Hits Wonder
Gabor Vaughn with Bad Request	Dropping L-Bombs
Citizens deep-Paris 01	Can't Touch This
Extra life Bob	Queen of the Hill
Kaori Sheridan	Mix'em all
Olga	Medical Malpractice
Frank Forlan	Crime of Passion
Scylla 2084	Birthday Crash
Charles 2084	Biter Bit
Nilin prison	Unbelievable Truth
Valets	God is a DJ
David Sedova	You talkin' to me?
Alexia	Trigger Unhappy
Scylla 2064	Happy Birthday
Charles 2064	Power Off
Drone	Droning by Numbers
Bad Request	Open Mind
Enforcer Elite & three Reconversion Leapers	Pest Control
Dr. Green	Gotta Patch Them all!
La Bastille Prisoners	You Focus

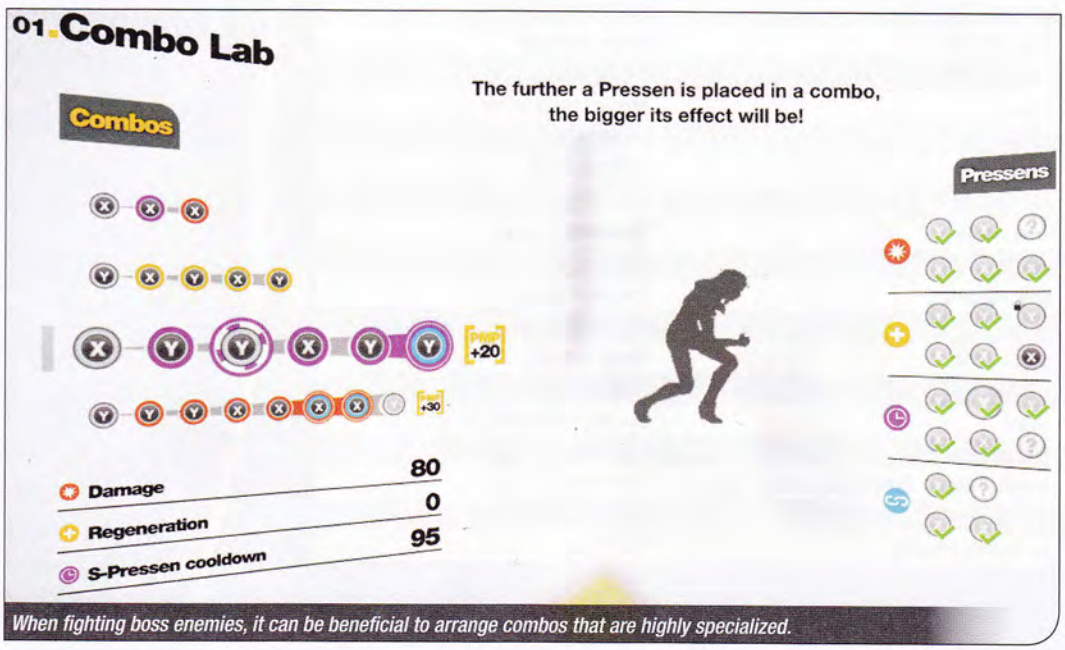


PRESSENS AND COMBAT

The combat system in Remember Me is comprised of two types of attacks: Pressens and S-Pressens. This chapter expands on the "Errorist Basics" section of the guide and explains both types of attacks and provides plenty of tips and examples on how to make the most of the innovative Combo Lab, accessible anytime via the in-game Sensen Menu.

THE COMBO LAB

The Combo Lab is where you go to unlock, activate, and customize the Pressens that Nilin earns each time she reaches a new PMP threshold (i.e., levels up). There are four different types of Pressens comprising a total of 22 Pressens (unlocking them all requires more than a single playthrough). Though the actual sequence of button presses in each of the four combinations is predetermined, there are tens of thousands of possible combinations at your disposal.



When fighting boss enemies, it can be beneficial to arrange combos that are highly specialized.

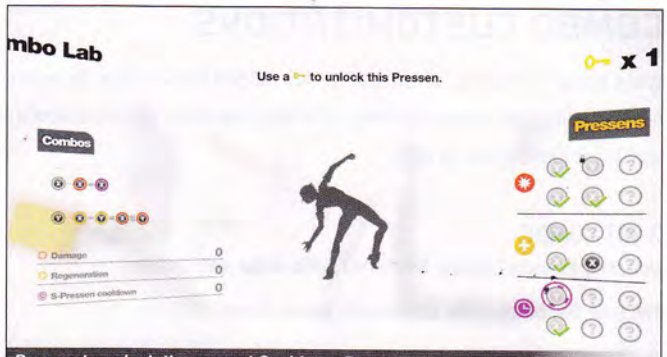


Each combination begins with a "launcher" attack—a kick or punch that has no special effects. The slots in the combos that come after the launcher can be configured any way you want, provided you have unlocked the kick and punch attacks (Pressens) to insert into them. Pressens can be swapped out at any time via the Combo Lab. This isn't just to encourage experimentation, but to allow you to adapt to an ever-shifting array of enemies.



Used mixed-Pressen attacks against lesser foes to ensure they survive long enough to net you a PMP bonus.

The more Procedural Mastering Power (PMP) you earn, the more keys you earn to unlock additional Pressens. Consider the number of punch and kick attacks you have access to and the configuration of your currently available combos when making your selection. As a rule of thumb, the later you are in the game, the more important Chain and Cooldown Pressens become. The position of a Pressen within the combo also changes its effect. For example, Power Pressen damages are different if they are placed at the beginning of a combo rather than the end. While we've recommended some solid combinations, feel free to experiment on your own to get the effects you desire.



Be sure to unlock the second Cooldown Pressen as soon as it becomes available.

PRESSEN TYPES

Pressen	Effect
P, K	Launcher Pressen, no effect
P, K	Power Pressen, increased damage
P, K	Regen Pressen, light damage, regenerates health
P, K	Cooldown Pressen, light damage, reduces S-Pressen Cooldown
P, K	Chain Pressen, duplicates prior Pressen

POWER PRESSENS
Unlocked: Episode 1, during Nilin's very first battle in the metro station

Power Pressens deal heavy damage and help Nilin eliminate enemies faster. They have the added benefits of being able to break defensive guards (against Skinner Leapers) and trigger Memory Overload finishing moves (against Enforcers). Power Pressens reflect an influence of judo and karate.

REGEN PRESSENS
Unlocked: Episode 1, during the battle in the Old Souk

Regen Pressens allow Nilin to regenerate health with each hit. They inflict light damage, a potential benefit that can be used strategically to aid in unlocking some Achievements/Trophies. Regen Pressens are particularly useful in large battles and against Elite Enforcers whose electric armor reflects damage. Regen Pressens are based on the kicks and strikes of classic taekwondo moves.

COOLDOWN PRESSENS
Unlocked: Episode 2, during the fight in the courtyard

Cooldown Pressens deal low damage, but decrease the cooldowns on all S-Pressens. Cooldown Pressens are extremely important against enemies who are only susceptible to S-Pressen attacks and in situations when Nilin must make frequent use of S-Pressens bearing lengthy cooldowns such as Sensen DOS or Rust in Pieces. Cooldown attacks mimic the capoeira fighting style.

CHAIN PRESSENS
Unlocked: Episode 3, during the battle atop the rooftops

Chain Pressens duplicate the previous Pressen in the combo chain and double its effect. Longer chains increase the multiplier, making it highly effective to place multiple Chain Pressens in order at the tail end of a lengthier combo. Never begin a combo with a Chain Pressen. Nilin can only learn four Chain Pressens which reflect the teachings of tai chi.

COMBO CUSTOMIZATIONS

With a total of 22 Pressens, four combos, and four different Pressen styles, the game developers estimate over 50,000 possible combinations. Rather than attempt the herculean task of detailing each and every potential combination, this section provides a handful of examples for each available combo, details their stats, and discusses why you might want to use such a combo (or not).

3-HIT COMBO

Unlocked: Episode 1, during Nilin's first battle in the metro station

The 3-hit Combo takes the form: Punch, Punch, Punch.

The 3-hit Combo is important early in Nilin's adventure, but quickly becomes overshadowed by the lengthier combos. Don't ignore this shorter combo later on. It's perfect for loading up a series of Cooldown or Regen Pressens for an easy-to-remember specialty combo. Using it with three Power Pressens helps to ready Enforcers for a Memory Overload early in the game, but it's better later on for reducing Cooldown or for health Regen. This is particularly true in battles that feature a Mourner or Skinner Leaper and numerous lesser Leapers, as Nilin often lacks the time needed to safely perform a lengthier combo.

3-HIT COMBO EXAMPLES

Pressens	Damage	Regen	Cooldown	Notes
P, P, P	125	0	0	A good early combo for dealing damage and for breaking a Skinner Leaper's guard. Also helps to gain Memory Overloads.
P, P, P	175	0	0	The inclusion of the Chain Pressen increases the damage substantially, though this isn't a recommended use for Chain Pressens.
P, P, P	35	21	0	A short health-focused combo that can be useful against Elite Enforcers or large groups for quick healing.
P, P, P	35	0	22	Reduces S-Pressen Cooldowns by 22 seconds each and is good for frenetic fights against large groups.

5-HIT COMBO

Unlocked: Episode 1, during the battle in the Old Souk.

The 5-hit Combo takes the form: Kick, Punch, Kick, Punch, Kick.

This combination is long enough to accomplish just about any goal, but not so long that you need to worry about not completing it. Though important for inflicting heavy damage early in the game, the 5-hit Combo is ideal for loading up with Regen Pressens when encountering Elite Enforcers or Cooldown Pressens when battling Mourner Leapers or boss enemies. Nilin doesn't earn any PMP bonuses for performing a 5-hit Combo, but the alternating kicks and punches are easy to remember and leave plenty of both types of attacks available for other combos.

5-HIT COMBO EXAMPLES

Pressens	Damage	Regen	Cooldown	Notes
K, P, K, P, K	355	0	0	This combination can bring many individual enemies down with a single combo and is useful against medium-strength enemies and Enforcers.
K, P, K, P, K	65	47	0	This is an excellent combo for use against Elite Enforcers, as it offsets the reflected damage.
K, P, K, P, K	65	11	60	This combo focuses on Cooldown, but yields a small bit of Regen while inflicting light damage.
K, P, K, P, K	65	0	96	Perform this combo two times to get any S-Pressen ready for use!

6-HIT COMBO

Unlocked: Episode 3, during the first fight near the high gate.

The 6-hit Combo takes the form: Punch, Kick, Kick, Punch, Kick, Kick.

Performing a 6-hit Combo earns +20 PMP.

Depending on the style and number of Pressens you have unlocked, the 6-hit Combo could be used to stack five of the same Pressen style for dramatic results. Consider keeping at least one or two Chain Pressens at the end of this combo to boost the effects, while leaving additional Chain Pressens for the 8-hit Combo. Consider loading up on Cooldown and Chain Pressens for rapid S-Pressen availability while leaving your Power Pressens for other combos.

6-HIT COMBO EXAMPLES

Pressens	Damage	Regen	Cooldown	Notes
P, K, K, P, K, K	570	0	0	Combo these Power and Chain Pressens to bring down almost any enemy or, at the least, ready them for an Overload.
P, K, K, P, K, K	310	21	15	A fine all-purpose combo that deals moderate damage while offering minor Regen and Cooldown.
P, K, K, P, K, K	140	0	80	This combo yields lots of Cooldown and inflicts moderate damage; it's perfect for EgoRoom battles.
P, K, K, P, K, K	80	57	22	A low-power mixed-use combo that helps Nilin prepare for bigger attacks on stronger foes.

8-HIT COMBO

Unlocked: Episode 4, during the memory loop battle.

The 6-hit Combo takes the form: Kick, Kick, Kick, Punch, Punch, Punch, Punch, Kick.

Performing an 8-hit Combo earns +50 PMP.

The 8-hit Combo isn't just for the toughest foes, as it's possible to build very effective multi-use combos that utilize all four families of Pressens. That said, the 8-hit Combo really shines in use against Madame, where the right combination can inflict extreme amounts of damage. This combination can also be used for emergency health replenishment—enter the Combo Lab during a fight when running low to stock it with Regen and Chain Pressens—or to rapidly eliminate the cooldown of your more powerful S-Pressens. It's also important to remember that Nilin can still earn +20 or +30 PMP bonuses for performing a 6-hit or 7-hit Combo should you not have enough Pressens unlocked to complete this entire combination.

8-HIT COMBO EXAMPLES

Pressens	Damage	Regen	Cooldown	Notes
K, K, K, P, P, P, P, K	1065	0	0	The most damage Nilin can inflict in a single combo, save this combo for Madame or a Mourner Leaper.
K, K, K, P, P, P, P, K	690	0	52	Plenty of damage with a large amount of Cooldown makes this combo great for dealing with large groups of Enforcers.
K, K, K, P, P, P, P, K	110	186	0	The ultimate Regen combo, for when Nilin is really low on health and has Sensen DOS ready to buy her some time.
K, K, K, P, P, P, P, K	400	0	107	Add a Power Pressen before the final Chain Pressen to inflict heavy damage after halving even the longest S-Pressen Cooldown!

S-PRESSENS

S-Pressens are special attacks that consume one chunk of Focus each. Focus is a resource (indicated by the blue meter within the Senwheel) that is generated each time Nilin inflicts damage or is struck by an enemy. Focus can be used to perform any of the available S-Pressens, provided it's not in a state of cooldown. These attacks don't just turn the tide of battle, but are absolutely necessary in order to defeat certain enemies. Never unleash an S-Pressen if you don't need to, unless you have excess Focus.

You can increase the amount of chunks in the Focus Gauge by finding the 15 hidden Focus Boosts scattered throughout Neo-Paris. Nilin earns one additional chunk of Focus for every five Focus Boosts found.



SENSEN FURY

Unlocked: Episode 2, at the start of the second battle in the courtyard.

SENSEN FURY STATS

Fury Duration	Cooldown
6 Seconds	66 Seconds

Sensen Fury allows Nilin to freeflow from enemy to enemy, hitting stronger and further than normal. Sensen Fury attacks do not follow the combo pattern of the Pressen Combos—you're free to rapidly tap the punch or kick button in any pattern you wish. Simply aim Nilin towards the enemy you wish to target and continue tapping the attack buttons to inflict as much damage as possible. The damage and distance bonus immediately stops if the combat flow is interrupted by an enemy attack. Nilin is *not* invincible during Sensen Fury!



Continuously tap the punch or kick buttons while pointing Nilin towards the enemy you wish to strike.

Sensen Fury is useful against all enemies except robots and Elite Enforcers. Some enemies, such as the Mourner Leaper, are tall enough to register multiple hits with each kick during a Sensen Fury assault, thereby giving Nilin a chance to build a lengthy multiplier. Sensen Fury is great for clearing out large groups of enemies, but since it doesn't use any Pressens, it rules out the potential to regenerate health or reduce S-Pressen cooldowns.

SENSEN DOS

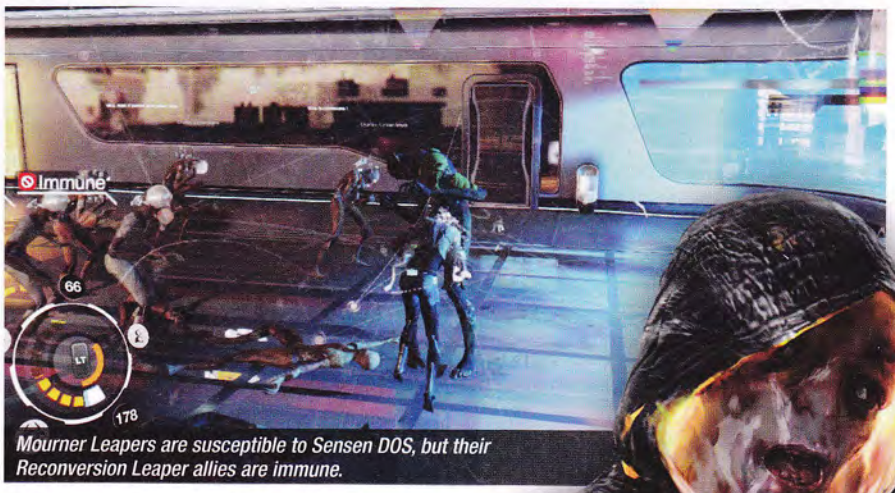
Unlocked: Episode 3, after the floodlight is destroyed by Strangler Leapers.

SENSEN DOS STATS

Shutdown Duration	Cooldown
10 Seconds	180 Seconds

Sensen DOS shuts down all nearby Sensens, stunning enemies and revealing invisible ones. The attack is distributed throughout the immediate area and, for practical purposes, can be considered to extend throughout the entire area of combat.

Performing a Sensen DOS attack leaves Sensen-equipped enemies (with some exceptions) stunned and vulnerable to any number of follow-up attacks. Sensen DOS is extremely helpful when confronting most boss enemies, as well as Mourner Leapers and Strangler Leapers. Sensen DOS interrupts the teleportation and invisibility capabilities of Mourner and Strangler Leapers, making them instantly susceptible to Nilin's Pressen Combos and Sensen Fury attacks.



Mourner Leapers are susceptible to Sensen DOS, but their Reconversion Leaper allies are immune.

Sensen DOS isn't foolproof, however. This attack works against all Enforcers, robots, and Leapers with the exceptions of Elite Enforcers and Reconversion Leapers. These enemies are equipped with very advanced Sensens that do not suffer a shutdown when confronted with a Sensen DOS attack.



LOGIC BOMB

Unlocked in Episode 4, during a battle against Heavy Prison Enforcers in the training room.

LOGIC BOMB STATS

Explosion Damage	Blast Range	Cooldown
300	4.5 meters	180 Seconds

Logic Bomb is an explosive virus that deals heavy damage to all targets in range and is capable of destroying Heavy Enforcer's shields. Logic Bomb can be affixed to any nearby ground-based enemy, provided they don't have a shield. Nilin is briefly invincible as she places the Logic Bomb on the enemy. This makes it possible to stick it to a Skinner or Mourner Leaper while there many allies surrounding Nilin. Logic Bomb is best used against large groups of Leapers and Enforcers. Never place it directly on an Elite Enforcer, but it is certainly worth targeting a nearby standard Enforcer, as it can damage the Elite Enforcer with splash damage.



Target the standard Enforcer so that the explosion damages nearby Elite Enforcers without reflecting back to Nilin.

Consider vaulting over an enemy to briefly enter the throng of foes so that the Logic Bomb impacts the most enemies. Logic Bomb detonates roughly one second after being placed, yielding a very short escape window. Note the blast radius on the ground and leap away to safety. The Logic Bomb's blast can inflict significant damage to Nilin if she's caught within the radius, so move fast to escape!

RUST IN PIECES

Unlocked: Episode 4, during the battle in the second prison courtyard after defeating a Nephilim.

RUST IN PIECES STATS

Seraphim Bolt Damage	Nephilim Blast Damage	Cooldown
20	300	180 Seconds

Rust in Pieces allows Nilin to turn robots encountered in battle—Seraphim and Nephilim only—into allies who attack Enforcers and Leapers before self-destructing. Targeting a Seraphim with Rust in Pieces makes the flying robot target ground units with their Seraphim Bolts for several seconds before blowing up. Seraphim allies are very effective against Leapers, Enforcers, and Prison Enforcers. They are also useful in situations in which the enemy is out of Nilin's reach, such as with some boss encounters. We don't recommend using Rust in Pieces against Seraphim when there are Elite Enforcers around.



A Nephilim targeted with Rust in Pieces draws all of the nearby enemies in towards it, then explodes for heavy damage!

Rust in Pieces is even more effective when used to turn a Nephilim into an ally. Doing so reverses the polarity of their shield's explosion, effectively sucking all nearby enemies into the blast radius for heavy damage. Since the Nephilim is going to explode in the blast, this is a very useful way of dealing heavy damage to Elite Enforcers, among other enemies.

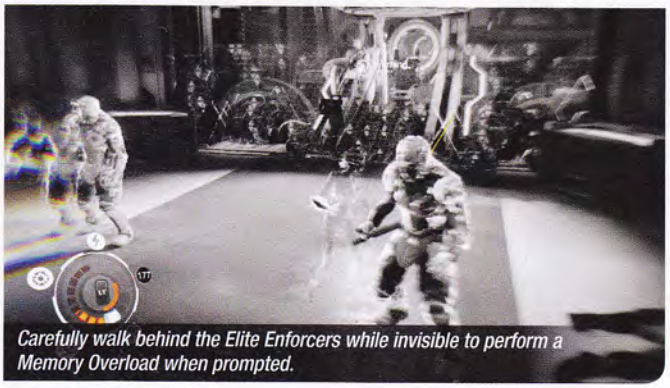
SENSEN CAMO

Unlocked: Episode 6, in the area where Bad Request's cell is located.

SENSEN CAMO STATS

Invisibility Duration	Cooldown
30 Seconds	180 Seconds

Sensen Camo turns Nilin invisible, allowing her to instantly perform a Memory Overload on any susceptible enemy. The invisibility effect is terminated as soon as Nilin deals damage to an enemy or uses another S-Pressen. To perform the Overload, she must sneak up behind the targeted enemy. Look for the button prompt to know she's in correct position.


Carefully walk behind the Elite Enforcers while invisible to perform a Memory Overload when prompted.

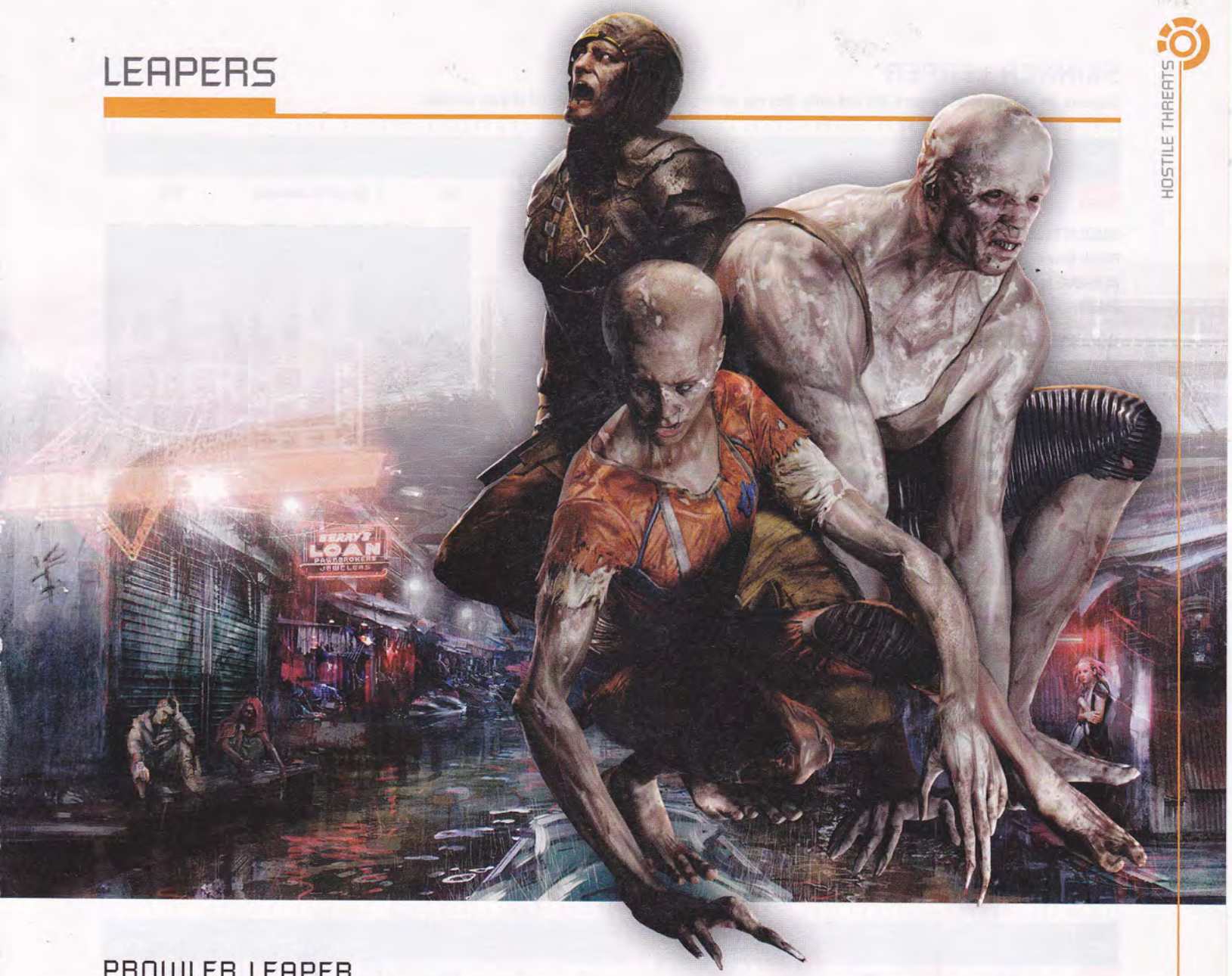
This attack should be used exclusively against Elite Enforcers, as it provides an instantaneous way of eliminating these dangerous foes from the battlefield without risk. Sensen Camo can only be used against one enemy at a time, so be sure to have a Pressen Combo stacked with Cooldown Pressens ready to go. Target other enemies with Cooldown Pressens then use Sensen Camo to take out a second or third Elite Enforcer.

HOSTILE THREATS

Nilin encounters more than a dozen different types of enemies during her fight to stop Memorize. These enemies fall into three main categories: Leapers, Enforcers, and Robots. The Leapers are deranged citizens, mutated by an unknown form of Sensen implant rejection, and possess an array of supernatural abilities. Enforcers are the human security force skilled in non-lethal defense. The Robots are the rarest type of enemy encountered, but potentially the most dangerous as they are immune to physical human attacks. The enemy data contained in this chapter is based on Errorist Agent difficulty except where noted.



LEAPERS



PROWLER LEAPER

Leapers are hostile outcasts who live in the most remote and polluted places of Neo-Paris. Their mutation is related to an unknown form of Sensen implant rejection. They are both regressive and aggressive!

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
250	100	No	-	1.0	Yes	No	Yes

BASIC ATTACK: Claw attack (10 Damage).
WALL ATTACK: Prowler Leapers can hang and wait on the wall and swoop down on a hostile target (15 Damage).



FIRST APPEARANCE: EPISODE 1

COMBAT TACTICS

The Prowler Leaper is the most basic of the enemies Nilin encounters in Neo-Paris. These lithe creatures can do little more than use their claws to attack for light damage. Strike fast with your preferred Pressen combination, as any attack combination can keep them on the defensive and give Nilin the upper hand.

Nilin can't reach the Prowlers with her bare hands and feet when they hang from the wall, but she can knock them from their perch with a few quick blasts of the Spammer or by using the Sensen DOS S-Pressen. Consider leaving one or two Prowlers on the wall during large skirmishes, as it effectively removes them from the battlefield, provided Nilin has enough room to stay out of range of their swoop attack.

SKINNER LEAPER

Skinners are the strongest Leapers. Tall and hefty, they use nothing but brute force to get rid of their enemies.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
500	100	Yes	6	1.0	Yes	Yes (25% Damage)	Yes

BASIC ATTACK: Punch (15 Damage).
RUSH: Skinners rush towards their enemies to knock them down (15 Damage).
BERSERK: In the presence of other Leapers, Skinners go "berserk" and become invincible.
PARRY: Skinners block most close combat attacks.



COMBAT TACTICS

Skinners glow red while other Leapers are around, signifying they're in their berserk state and quickly counter most attacks Nilin throws their way. While Nilin can defeat them using Power Pressens or Sensen Fury, defeating the other nearby Leapers first is a much more sound strategy. Eliminate the other Leapers while keeping an eye on any Skinners to avoid their rush attacks. Dodge over Skinners as they rush towards Nilin's position, then resume the attack on the other Leapers.

Increased Attack Frequency

Those playing on the hardest difficulty (Memory Hunter) should brace themselves for increased attack frequency based on the number of Prowler Leapers present. In other words, the more Prowlers there are, the faster a Skinner Leaper attacks Nilin. Skinner Leapers also benefit from complete damage protection while guarding on Memory Hunter difficulty—only Sensen Fury can damage them while they are guarding on this setting.

Skinners are capable of using their guard to defend themselves against close combat attacks. Use Power Pressens to break the guard or perform the Sensen DOS S-Pressen to disable Skinners' guarding ability. Skinners are one enemy you shouldn't mess around with, as additional Leaper reinforcements are quick to arrive on the scene once they have been isolated. String together a combination using Power and Chain Pressens to take them out post-haste or, if you have two chunks of Focus, cast the Sensen DOS and Sensen Fury S-Pressens in quick succession to pummel Skinner Leapers into submission.

STRANGLER LEAPER

Stranglers typically live in dark areas as they are extremely sensitive to light. They have developed their own technique of Sensen manipulation.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
250	100	No	-	1.0	Yes	No	Yes

BASIC ATTACK: Claw attack (20 Damage).
INVISIBILITY: Thanks to Sensen manipulation, Stranglers can briefly become invisible in order to attack a target from behind.



COMBAT TACTICS

Strangler Leapers are very similar to Prowlers, but they have the ability to turn themselves invisible and sneak up behind their victim for a surprise attack. Wherever there are Stranglers, there is almost always a floodlight or other light source in the vicinity that can be temporarily enabled. Stranglers lose the ability to turn themselves invisible as soon as the light starts shining. If no light is present, the Sensen DOS S-Pressen can be used to similar effect.

The Strangler's attack inflicts slightly more damage than the Prowler, but it can be defeated with a quick combination attack. Power Pressens can take down a Strangler Leaper quickly, but make sure to add Cooldown Pressens to the combination if there are no lights nearby. They'll be needed to reduce the cooldown time for the Sensen DOS S-Pressen.

RECONVERSION LEAPER

Reconversion Leapers are the fruit of Dr. Quaid's experimentations. Controlled remotely by Elite Enforcers, they are much more aggressive than regular Prowler Leapers.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
250	100	No	-	1.0	Yes	No	No

BASIC ATTACK: Claw attack (20 Damage).
RECONVERSION ATTACK: When "activated" by an Elite Enforcer, Reconversion Leapers attack ferociously and relentlessly until their target dies.



FIRST APPEARANCE: EPISODE 6

COMBAT TACTICS

Under the command of an Elite Enforcer, Reconversion Leapers swarm their target and attack with brutal force. Reconversion Leapers attack in packs and their aggressive nature and speed can make it difficult to get away. Reinforcements continue to be summoned into the battle as long as the Elite Enforcer is standing.

Use the Sensen Camo S-Pressen to slip behind the Elite Enforcer for an instant-kill attack. This deactivates the Reconversion Leapers and effectively turns them back to normal Prowler Leapers. It's important to use Power Pressens early on against the Reconversion Leapers to quickly fill the Focus Gauge so you can use the Sensen Camo ability. Do not trigger another S-Pressen or attack the Reconversion Leapers before using the Sensen Camo to kill the Elite Enforcer, as doing so deactivates the cloaking system and forces you to wait out the very lengthy Sensen Camo cooldown. Should this happen, immediately attack any isolated Reconversion Leapers with Cooldown Pressens to get the Sensen Camo active again. Reconversion Leapers and Elite Enforcers are immune to the Sensen DOS S-Pressen.

MOURNER LEAPER

Mourners are the most evolved and complex kind of Leapers. Taller and more intelligent, they are able to hide amongst humans by projecting a fake image of themselves into the Sensens of nearby people. They are the leaders of the Leaper society.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
1000	300	Yes	0	1.0	No	Yes (20% Damage)	Yes

BASIC ATTACK: Claw attack (25 Damage).
BUFF: Mourners absorb fallen Reconversion Leapers' energy and buffs the others (increased damage).
TELEPORTATION: Mourners teleport and move quickly to backstab (35 Damage).
SUMMONING: Mourners summon Reconversion Leapers to fight at their side.



FIRST APPEARANCE: EPISODE 6

COMBAT TACTICS

Mourner Leapers are the rarest of all Leapers and also the most dangerous. They continue to summon Reconversion Leapers into combat so it is virtually impossible to isolate them for a one-on-one attack. This actually works to Nilin's benefit as she needs to attack the lesser Leapers to gain Focus and cooldown her S-Pressens. The only way to hurt a Mourner Leaper is by first casting Sensen DOS to render it visible and stun it. Once stunned, it's susceptible to Sensen Fury, Logic Bomb, or Power Pressen attacks. It's possible to get a very lengthy combination using Sensen Fury, provided a Mourner Leaper isn't too far from Nilin when she casts Sensen DOS. A powerful 8-hit Combo with multiple Power and Chain Pressens also works well.

It's important to stay on the move constantly while attacking the lesser Leapers and to use a steady barrage of Regen and Cooldown Pressens against them. The Mourner Leaper teleports directly behind Nilin for a powerful backstab attack if she's not alert. Hit the lesser Leapers with just two or three strikes, then vault over and away from that last position to avoid the incoming Mourner attack. Mourner Leapers grow stronger with each Reconversion Leaper Nilin defeats, providing another reason to not use Power Pressens against the Reconversion Leapers.

Mourner Leapers, as with the AV-78 Zorn and boss enemies, cannot be defeated without successfully completing a short event. Move in for the kill when prompted by the "Terminate" signal and be ready to press the following buttons: Kick, Punch, Kick.



ENFORCERS

ENFORCER

Extremely disciplined and trained, S.A.B.R.E. Force Enforcers specialize in fast and non-deadly intervention. Funded by Memorize, the S.A.B.R.E. force protects and guarantees peace and order in Neo-Paris.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
500	100	Yes	4	1.0	Yes	No	Yes

BASIC ATTACK: Tonfa attack (20 Damage).



FIRST APPEARANCE: EPISODE 2

COMBAT TACTICS

The Enforcer represents the most basic, unaltered human opponent. Armed with a Tonfa, this disciplinary enforcement official is designed to beat Memhunters and other enemies of Memorize into submission with non-lethal force. A lone Enforcer is of little concern for Nilin, as their attacks are both slow and infrequent. Even two Enforcers don't amount to much and can be defeated with relative ease. One of the best ways to defeat any Enforcer-class enemy is to use a number of Power Pressens to make them susceptible to a Memory Overload attack (watch for the prompt) as this attack yields additional Focus.

Enforcers are susceptible to Overload attacks, especially if Nilin uses Power Pressens to damage, but not kill them. Enforcers periodically attack in large numbers. Don't hesitate to use the Sensen Fury S-Pressen to quickly link a lengthy series of attacks across multiple enemies. The Logic Bomb S-Pressen is also capable of delivering massive damage to multiple Enforcers. The Spammer and Junk Bolt are also helpful.

HEAVY ENFORCER

Heavy armor version of the Enforcer, equipped with a 3C shield.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
600	100	Yes	4	1.0	Yes	No	Yes

BASIC ATTACK: Tonfa attack (20 Damage).
SPARTAN ATTACK: Heavy Enforcers regroup, arm their shield, and rush their target (20 Damage).



FIRST APPEARANCE: EPISODE 4

COMBAT TACTICS

Heavy Enforcers are tougher, more resilient versions of the standard Enforcer. But what really sets them apart is their powerful 3C shield. They use this shield to guard against frontal melee attacks and Spammer rounds. It's important to destroy the 3C shield as quickly as you can. The easiest way to do this is by firing a lone Junk Bolt shot at it. Another option is to use the Logic Bomb S-Pressen (or by targeting a nearby Nephilim with Rust in Pieces). The latter suggestion requires you to move within striking range, but has the added benefit of delivering damage to other nearby Enforcers.

Shield Repellency

The Heavy Enforcer knocks back Nilin with its shield after a series of attacks if she doesn't destroy the shield first. Nilin can land up to four attacks before being repelled on Script Kiddie difficulty, two hits on Errorist Agent, and only one on Memory Hunter difficulty.

Though intimidating, the Heavy Enforcer's Spartan Attack can be easily dodged by vaulting over or away from the Heavy Enforcer as it charges forward with its red-glowing shield. Keep away from the Heavy Enforcer until the Spammer Gauge replenishes—the Junk Bolt can only be fired when the gauge is full—then use it to destroy the shield. If the Junk Bolt isn't available, strike other nearby enemies with Power Pressens to fill the Focus Gauge so you can use the Logic Bomb instead.

PRISON ENFORCER

Prison Enforcers have been specifically trained to protect the fortress of La Bastille and operate under direct rule from Madame. They are tougher than regular Enforcers and can use the Brain Lock ability to damage their enemies' Sensen.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
600	100	Yes	5	1.0	Yes	Yes (80% Damage)	Yes

BASIC ATTACK: Tonfa attack (20 Damage).
BRAIN LOCK: Prison Enforcers grab their enemy from behind and absorb Focus from Sensen ports. All S-Pressens are disabled and enter a cool down state.



FIRST APPEARANCE: EPISODE 4

COMBAT TACTICS

Prison Enforcers can be defeated with the same tactics as standard Enforcers, which is to say, any way you want. They are vulnerable to all attacks, particular the Sensen Fury and Logic Bomb S-Pressens. The difference, besides the color of their armor, is that you must be much more diligent when fighting them. Avoid standing in place for more than a second or two and always keep your eye on Prison Enforcers, especially if they are trying to slip in behind you.

The Prison Enforcer's Brain Lock attack doesn't just drain a small amount of Nilin's Focus, but it also leaves every one of her S-Pressens with 90+ seconds of cooldown. Use Cooldown Pressens mixed with Power Pressens to reduce the cooldown times of the S-Pressens and to regain as much Focus as you can in short order. Consider using a Junk Bolt or Spammer to eliminate one or two enemies if faced with a large number of Prison Enforcers.

HEAVY PRISON ENFORCER

These heavy armor versions of Prison Enforcers are equipped with a 3C shield.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
700	100	Yes	5	1.0	Yes	Yes (80% Damage)	Yes

BASIC ATTACK: Tonfa attack (25 Damage).
SPARTAN ATTACK: Enforcers regroup and rush their target (25 Damage).
BRAIN LOCK: Enforcer grabs his enemy from behind and absorbs Focus from the Sensen port. S-Pressens are disabled and enter a cool down state.



FIRST APPEARANCE: EPISODE 4

COMBAT TACTICS

Much like the standard Heavy Enforcers, Heavy Prison Enforcers are equipped with a powerful 3C shield that can be used to block attacks or launch into a Spartan Attack. It's important to destroy the 3C shield as quickly as you can with a lone Junk Bolt or Logic Bomb attack. Destroying their shield essentially reduces them to standard Prison Enforcers which can be dealt with in a number of ways.

As with standard Prison Enforcers, the Heavy Prison Enforcer is capable of performing the Brain Lock attack, so try to avoid being caught between two such enemies. The Brain Lock attack drains a small amount of Focus and puts all of Nilin's S-Pressens into a prolonged state of cooldown (over 90 seconds). Destroy their shields as quickly as possible, then stay on the move and use Nilin's array of S-Pressens to beat them into submission.

ELITE ENFORCER

S.A.B.R.E. Force Elite Enforcers protect Memorize institutions, such as its Head Office or Dr. Quaid's secret labs. Thanks to a Sensen remote control, they are able to control Reconversion Leapers and make them extremely aggressive.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
700	200	Yes	-	3.0	Yes	Yes (50% Damage)	No

BASIC ATTACK: Tonfa attack (30 Damage).
ELECTRIC ARMOR: A forcefield that causes damage to anyone striking it.
RECONVERSION REMOTE: Boosts Leapers' aggressiveness.

COMBAT TACTICS

Elite Enforcers are among the most dangerous enemies in all of Neo-Paris, especially those you encounter before Nilin gains the Sensen Camo S-Pressen. Elite Enforcers enjoy constant protection from their electric armor, as the forcefield inflicts heavy damage to anyone who strikes it. Attackers receive damage comparable to that which they inflict, even when using the Spammer or Junk Bolt. Elite Enforcers demand a rigid plan of attack as they are immune to the Sensen DOS S-Pressen.



FIRST APPEARANCE: EPISODE 5

The easiest way to defeat an Elite Enforcer is to use the Sensen Camo S-Pressen. Simply activate this S-Pressen and sneak up behind the Elite Enforcer—without performing any attacks or other S-Pressens—and perform an Overload attack when prompted. This instantly kills the Elite Enforcer and turns any Reconversion Leapers back into Prowler Leapers.

Never Use a Junk Bolt!

Of all the attacks Nilin can perform against an Elite Enforcer (or Heavy Elite Enforcer), the absolute worst to use is a Junk Bolt. Nilin loses 50% of her HP on Errorist Agent difficulty if she fires a Junk Bolt at an Elite Enforcer and a whopping 75% on Memory Hunter difficulty. She stands to lose 25% of her health on Script Kiddie difficulty.

Unfortunately, Nilin encounters the first several Elite Enforcers prior to her having the Sensen Camo ability. This makes things decidedly tougher. Immediately enter the Combo Lab and reconfigure a 5-hit or 6-hit Combo to feature Regen Pressens exclusively if possible, or with a Chain Pressen at the end. Regen Pressens offset the damage caused by the electric armor and allow Nilin to essentially trade the damage she receives for the regenerative effects of the Regen Pressen. Regen Pressens also multiply the damage in a combo used against Elite Enforcers, making them a good offensive choice against these foes. Keep in mind that the initial strike doesn't restore health so you have to make sure there are enough Regen and Chain Pressens to make up for it. Little by little you can whittle down the health of the Elite Enforcer and finally inflict fatal damage.

Another option, though a fair bit riskier, is to use the Spammer to gradually chip away at the Elite Enforcer's health while minimizing the damage Nilin receives. Use this technique to gain Focus for a Sensen Camo attack or if you want to quickly inflict some damage before getting close enough to use a combination attack.

ELITE HEAVY ENFORCER

Elite Heavy Enforcers are heavy armor versions of Elite Enforcers, equipped with a 3C shield.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
800	200	Yes	6	3.0	Yes	Yes (50% Damage)	No

BASIC ATTACK: Tonfa attack (30 Damage).
SPARTAN ATTACK: Enforcers regroup and rush their target (30 Damage).
ELECTRIC ARMOR: A forcefield that causes damage to anyone striking it.
RECONVERSION REMOTE: Boosts Leapers' aggressiveness.



FIRST APPEARANCE: EPISODE 6

COMBAT TACTICS

Elite Heavy Enforcers behave very similarly to Elite Enforcers, but they have stronger armor and the C3 shield that the Heavy Enforcers use. The first thing to do when encountering them is to fire a Junk Bolt at their shield to destroy it. The electric armor's forcefield does not extend to the C3 shield so you can safely destroy it without risking serious injury from the Junk Bolt. You can also use the Logic Bomb S-Pressen to destroy the shield.

The Elite Heavy Enforcer cannot perform its shield-based Spartan Attack without its shield so you only need to worry about its electric armor and the Reconversion Remote. Battle the Reconversion Leapers with Power Pressens to quickly fill the Focus Gauge, then activate the Sensen Camo S-Pressen and sneak up behind the Elite Heavy Enforcer for an Overload kill. It's a good idea to have a combo consisting entirely of Regen Pressens (and a Chain Pressen or two at the end) and one of Cooldown Pressens when fighting multiple Elite Heavy Enforcers. The safest way to defeat an Elite Heavy Enforcer is with Sensen Camo, but it has a very lengthy cooldown. Attack its accompanying Reconversion Leapers with a barrage of Cooldown Pressen attacks to quickly get the Sensen Camo active again.

ROBOTS



AV-78 ZORN

The AV-78 "Horn of Jericho," AKA Zorn, is a multifunction fighting robot, fully committed to the defense of private property. It also can be used as a bodyguard, sentinel, or bounty hunter.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
450 per arm +1 Junk Bolt to destroy Chest*	300	Yes	-	-	No	No	Yes

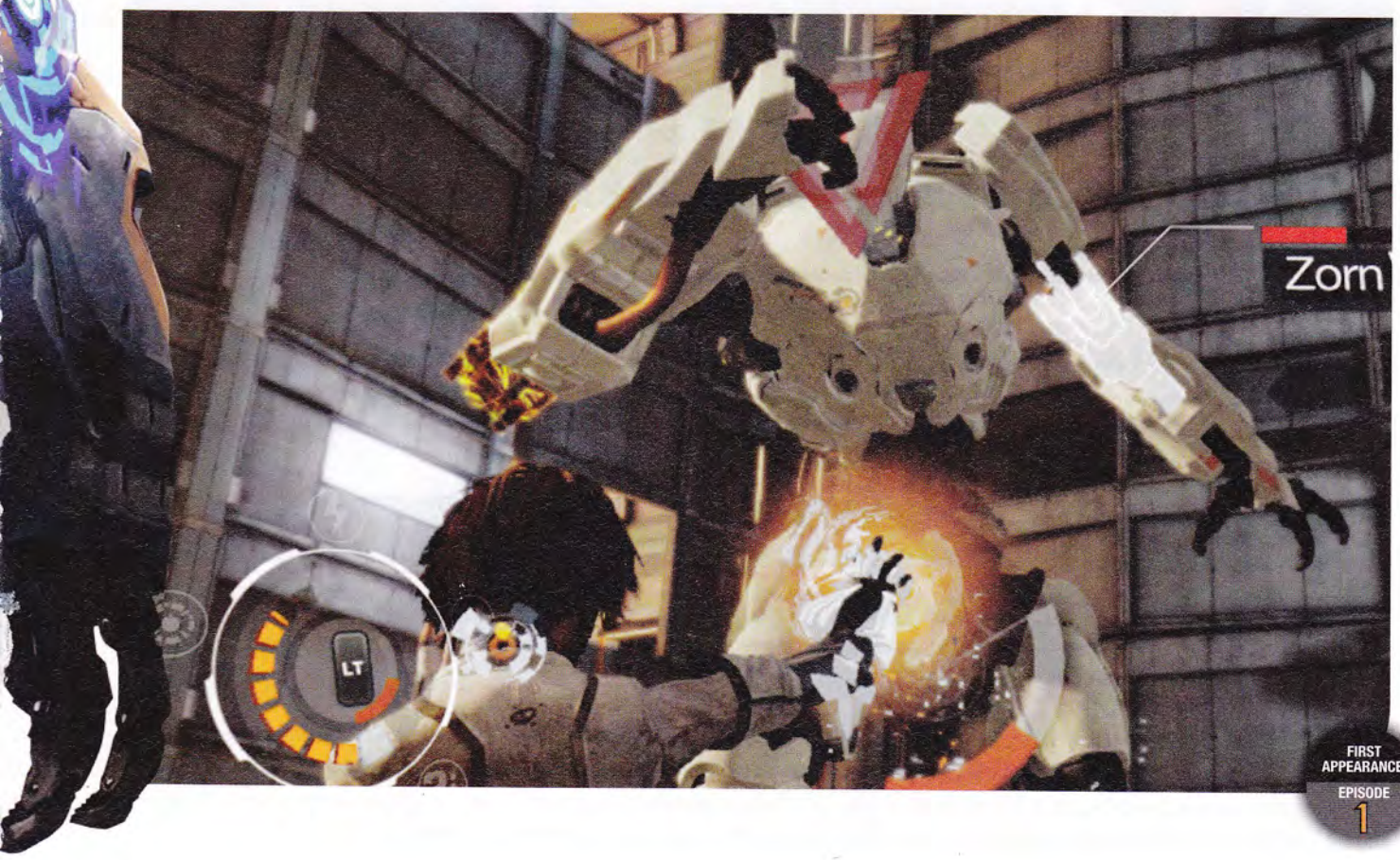
*THE ELITE ZORN ENCOUNTERED IN EPISODE 7 HAS 900 HP PER ARM

BASIC ATTACK: Claw attack (15 Damage).
GRAB: Zorn grabs hold of its target and flings it to the ground (20 Damage).
JUMP ATTACK: Zorn leaps and lands heavily on its target (25 Damage).
SMASH: Zorn smashes the ground to immobilize its target.
SONIC BOOM: Zorn releases a massive energy wave that goes through any obstacle (20 Damage).

COMBAT TACTICS

The AV-78 Zorn is as rare as it is dangerous. This enormous fighting robot has numerous abilities that make it imperative that Nilin stay as far away from it as possible. Attacking it with close-quarters combat techniques is foolhardy, as the Zorn cannot be harmed in this way. Dodge away from its claw and jump attacks—listen for the attack prompt—and stay clear of the damage radius that appears on the ground whenever the Zorn is preparing a Smash attack.

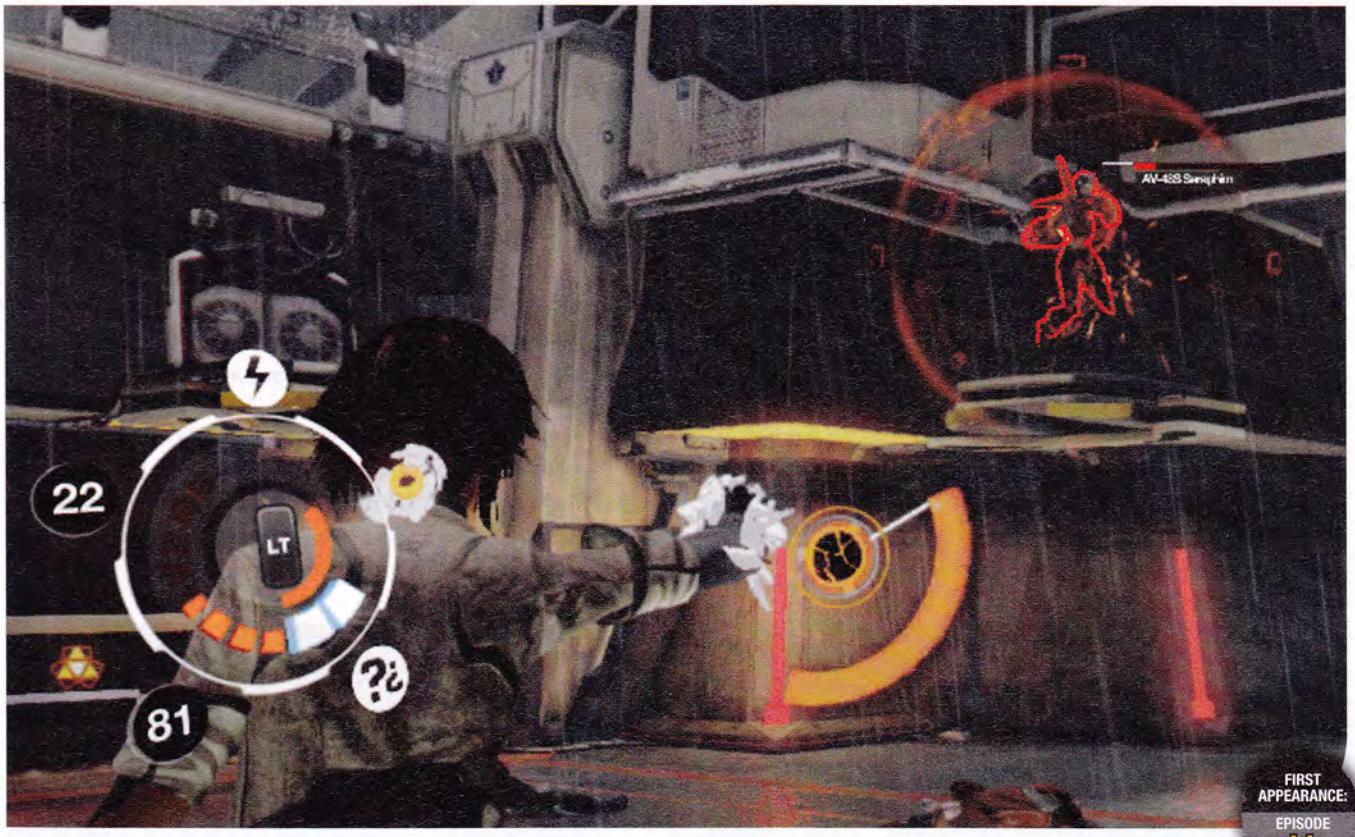
Lock onto Zorn with the Spammer and fire it as quickly as you can. Nilin focuses her attacks on the joint in its robotic elbow. Continue to fire the Spammer and watch for Zorn to get his arm stuck in the ground after a Smash attack then hit it with a Junk Bolt to destroy the arm. Repeat this process with the other arm to ready Zorn for a final termination. Stand back and wait for the Zorn to release its Sonic Boom attack. Vault over the explosion by dodging towards the Zorn as the eruption begins. Shoot the Zorn in the chest with a Junk Bolt then move in for the kill and follow the on-screen prompts to deliver the cinematic death blow. The sequence is as follows: Kick, Punch, Kick.



AV-48S SERAPHIM

Seraphim are security robots created by Avram-Hesh laboratories. They are widely used to protect restricted access areas or manage hostile crowds. They hover around and shoot from a distance, always staying out of reach.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
350	100	No	-	-	No	No	Yes



FIRST APPEARANCE: EPISODE 4

BASIC ATTACK: Energy bolt (10 Damage).

SHIELD: The Seraphim momentarily activate a shield when shot at. They can still continue to shoot while the shield is on.

COMBAT TACTICS

Seraphim hover just out of reach and fire their energy bolt periodically at Nilin while she contends with other enemies. The energy bolt travels quickly and can be quite difficult to dodge consistently, especially while fighting numerous other foes. Nilin can't hit Seraphim with any melee attacks, but the Spammer and Junk Bolt can be used with great success. Since Seraphim activate their temporary shield after being hit, there's no reason to fire multiple shots right away. Instead, hit them with the Junk Bolt, wait for the shield to disperse, then open fire with the Spammer.

Shields Up, Shots Fired

The Seraphim's firing rate goes up dramatically from one difficulty setting to the next, particularly while their shields are up. Though the shots don't inflict any more damage on Memory Hunter difficulty, homing shots are added to the mix. Additionally, on the hardest difficulty, the Seraphim fire a near-continuous stream of shots at Nilin while their shields are up.

Though you can quickly defeat Seraphim with just two Junk Bolt shots, it can be advantageous to use the Rust in Pieces S-Pressen on them instead. This S-Pressen turns a Seraphim into an ally—the Seraphim then opens fire on the other enemies in the area before self-destructing. The Rust in Pieces S-Pressen can be used on Seraphim even while their shield is active. This is a very helpful technique to employ so long as there aren't any Elite Enforcers present. Their electric armor quickly destroys Seraphim, effectively wasting the Focus you used to activate Rust in Pieces.

AV-48N NEPHILIM

Like the Seraphim, Nephilim are used to protect restricted access areas. They anchor themselves in the ground, and fire a strong burst of energy at anyone coming a bit too close to them.

HP	PMP Gained	Can Be Overloaded?	Power Pressen Hits to Overload	Damage Multiplier for Regen Pressen	Ring Out?	Resistance to Sensen Fury?	Stunned by Sensen DOS?
400	100	No	-	-	No	No	Yes

JUMP ATTACK: The Nephilim leaps from one position to another, attempting to smash its target on impact (25 Damage).

DEFENSE SHIELD: Protects the Nephilim, but deactivates as it prepares to jump to a new anchor point (10 Damage).

SHIELD EXPLOSION: As the shield is deactivated, it explodes, dealing heavy damage to all targets in range (20 Damage).



COMBAT TACTICS

Nephilim essentially leap across the battlefield, picking locations on the floor to anchor themselves to. Stay clear of the red-lit radius that appears, as that's where the Nephilim is about to slam down into the ground next. A protective shield envelops the Nephilim after it attaches to the ground and a much larger blast radius appears on the ground—exit this area to avoid its shield explosion!

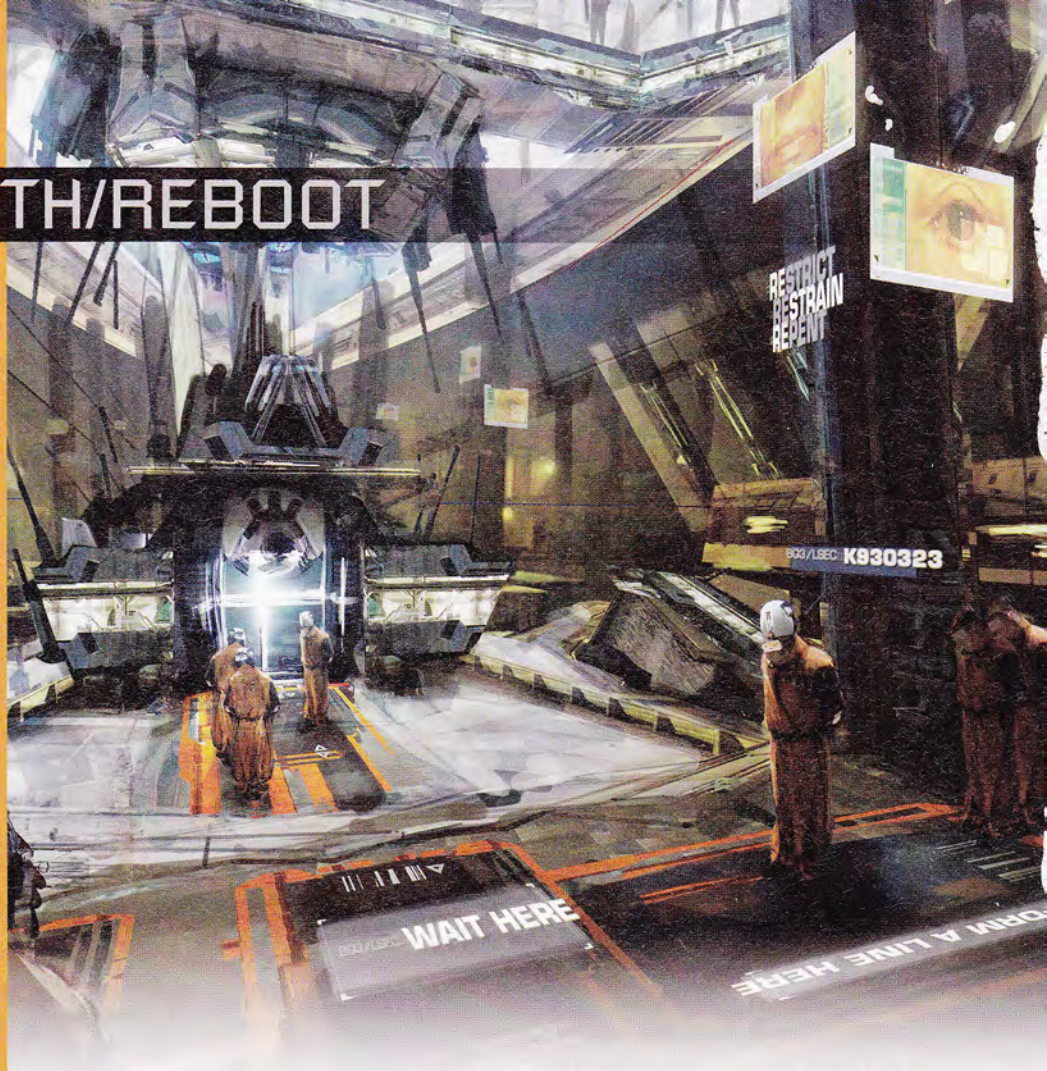
As with the Seraphim, it's possible to use the Spammer or Junk Bolt to damage the Nephilim while their shields are disabled. It is, however, much more effective to hit them with the Rust in Pieces S-Pressen. This S-Pressen inverts the Nephilim's polarity and effectively vacuums all the nearby enemies towards it (Nilin is unaffected by this) just as it self-destructs. The resulting explosion not only destroys the Nephilim, but you can use it to also defeat numerous Leapers and Enforcers (as well as the C3 shields of Heavy Enforcers). Since Rust in Pieces causes the Nephilim to self-destruct, it's worth using this attack on it even when there are Elite Enforcers present.



Shrinking Opportunity

The Nephilim's shield erupts at a much faster frequency on the harder difficulties, making it important to get clear of the blast radius as soon as the Nephilim lands. This interval drops from nearly 8 seconds on the easiest setting to less than 1.5 seconds on Memory Hunter difficulty. Additionally, the Nephilim is unprotected for far less time on the harder settings. The Nephilim's shield regenerates just 1 second after the explosion on Memory Hunter difficulty, compared to 3 seconds on Errorist Agent difficulty. Make things easier for yourself on Memory Hunter difficulty and use the Rust in Pieces S-Pressen.

00 REBIRTH/REBOOT



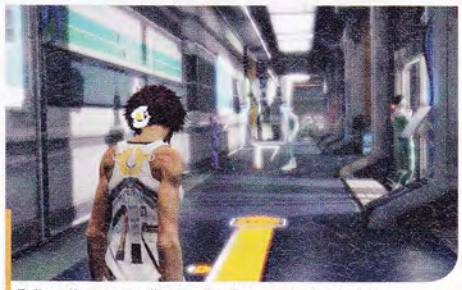
"MEMORY IS THE DIARY WE ALL CARRY ABOUT WITH US"

– OSCAR WILDE

Nilin, lying on the floor of her cell in agony, is nearly finished undergoing a painful memory wipe. You find her writhing in pain as her life's memories stream out of her Sensen, the holographic device at the root of her brain stem. Nilin remembers her name, but not where she is, nor the year. Startled by this remaining fragment, the lab assistant reports her resistance to his supervisor, Dr. Quaid, who decides to scrape away the remaining memories personally. But not until she has completed the substitution protocols.

Follow the on-screen prompts to look around and have Nilin climb to her feet. Nilin is free to wander the halls on the right, but Episode 0 is a prologue with no collectibles to find, nor enemies to combat. Follow the orange line that the Drone projects onto the floor, as it leads the way to the next phase of the procedure, located in the Experience Room.

There's a line of other patients awaiting their turn in the chair. The Drones provide instructions—Nilin must wait her turn and step forward when possible to keep the line moving—but they're not the only one contacting her. An unknown voice speaks to her through her Sensen. It's male, and it seems friendly, or at least helpful.



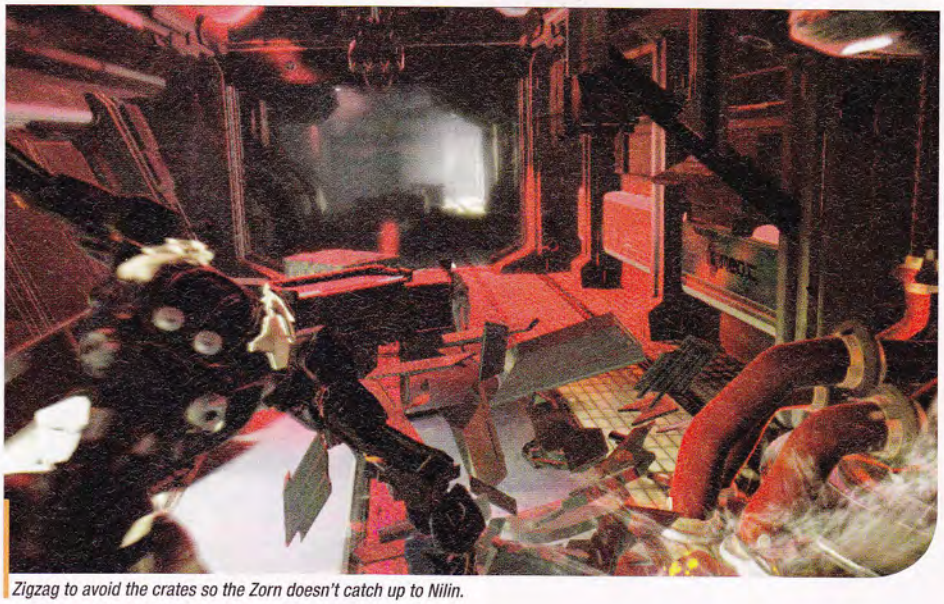
Follow the orange line on the floor, as instructed by the Drone.



The unknown voice is going to help Nilin escape; follow its instructions closely.

This unknown contact creates a diversion to draw the Drones away. He then opens the large door on the left so Nilin can slip underneath it. The unattended patient is detected and a coercive robot known as a Zorn is activated. Run away from it, being careful to dodge the crates in the middle of the hall while staying ahead of the array of red lights being shined onto the floor. Stay ahead of the Zorn and reach the far end of the hall where Nilin follows the stranger's advice and slides down a chute on the right.

Nilin follows the stranger's advice and dives down a chute to escape the Zorn, only to land in the sanitation pit. Walk out onto the large circular platform and approach the caskets. The only way Nilin can escape is to take the place of one of the bodies in a casket and see where it takes her.



Zigzag to avoid the crates so the Zorn doesn't catch up to Nilin.



Nilin has no choice but to ignore the biohazard warning and take the place of a corpse.



DEAD MAN'S CHEST

The first Achievement/Trophy unlocks just minutes into the game, as a reward for completing the prologue known as Episode 0. The others won't come this easy, as you are about to discover.

01 LOW LIFE/LOW TECH

SLUM 404, NEO-PARIS

SUNDAY, 17 > SEPTEMBER 2084 > 07:18

COLLECTIBLES

SAT PATCHES 5 | FOCUS BOOSTS 0 | MNESIST MEMORIES 6 | SCARAMECHS 0

ABILITIES GAINED

3-HIT COMBO 3 | 5-HIT COMBO 5 | HUNT GLOVE | MEMORY REMIX

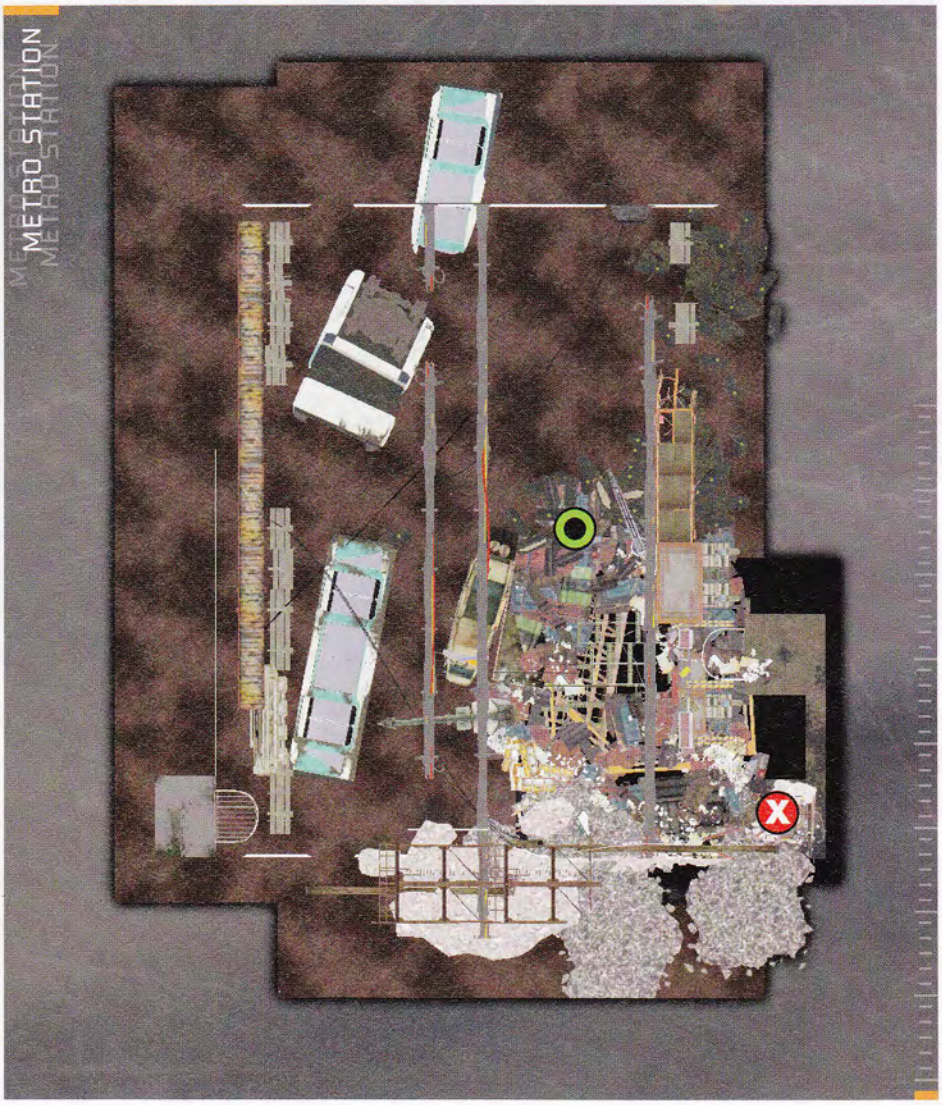
ENEMIES ENCOUNTERED

- PROWLER LEAPER
- SKINNER LEAPER

OBJECTIVES

- FIND A WAY OUT OF THE LEAPERS' LAIR
- GET TO THE LEAKING BRAIN

METRO STATION



"IT IS WHAT I DO THAT TEACHES ME WHAT I AM LOOKING FOR..."

– PIERRE SOULAGES

Adrift in a river of toxic effluent, Nilin finds it hard to take comfort in Edge's assurances. She's drifting to the metro station near Slum 404, home to a hostile breed of citizenry known as Leapers—and they're not about to let her go without a fight.

Follow the on-screen tutorial and enter the Combo Lab to assemble your first 3-hit Combo using the two Power Pressens that are unlocked. Performing this 3-hit Combo with the Power Pressens inflicts 125 Damage on the enemy. Exit the Combo Lab and engage the three Leapers. Dodge out of the way whenever an "!" appears over an enemy's head, as that's the signal that they're about to attack. Nilin can maintain a combo after dodging, provided there is no delay and she resumes the attack against the same enemy she was targeting before dodging.



The Dynamic Combo Display appears when you initiate a combo and reveals whether or not you've dropped the combo.

Enter the corridor to the left and use the SAT Hatch to heal any damage Nilin has suffered. SAT Hatches offer free nano-medical services, but can only be used once.

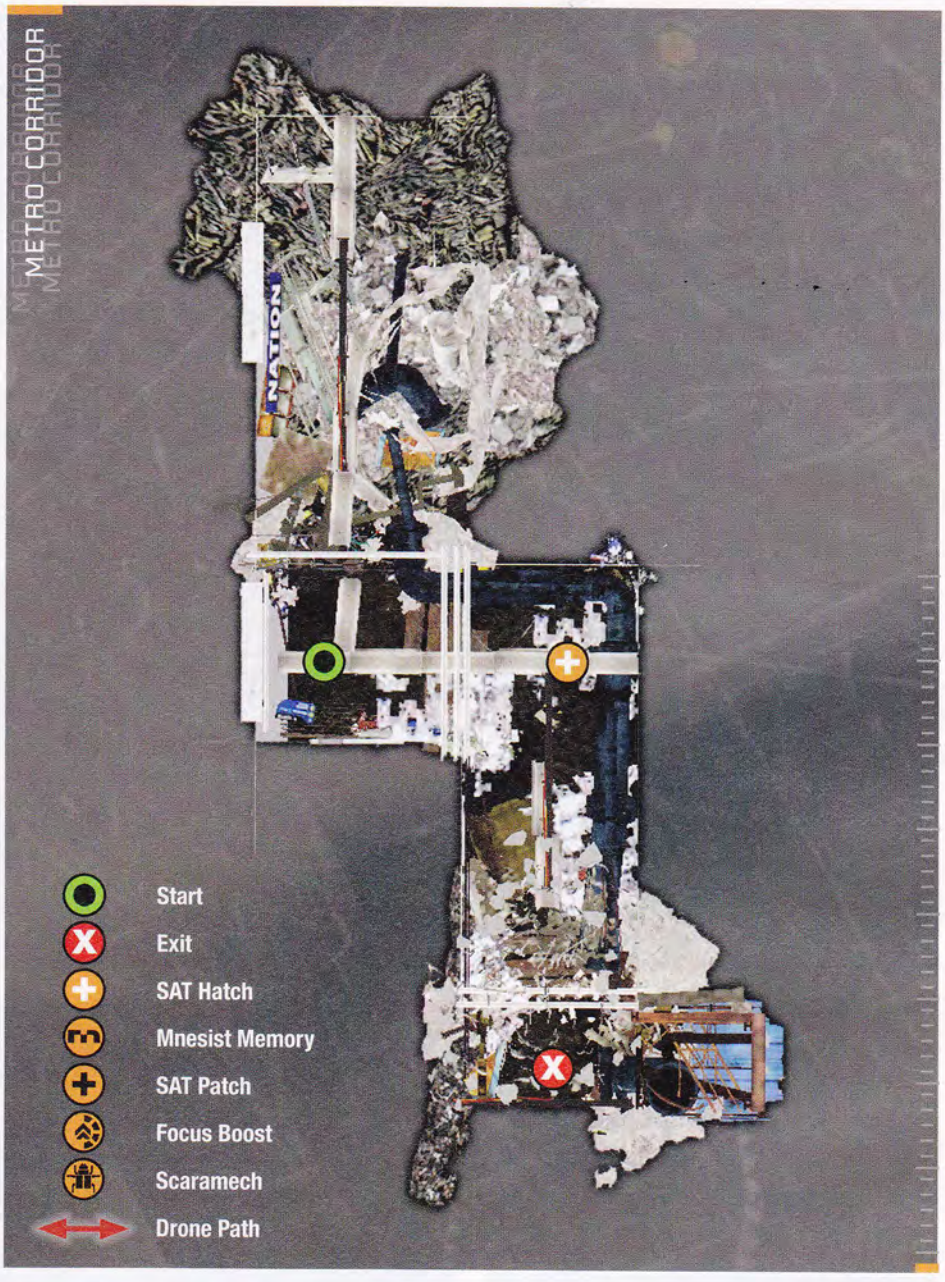
FIND A WAY OUT OF THE LEAPERS' LAIR

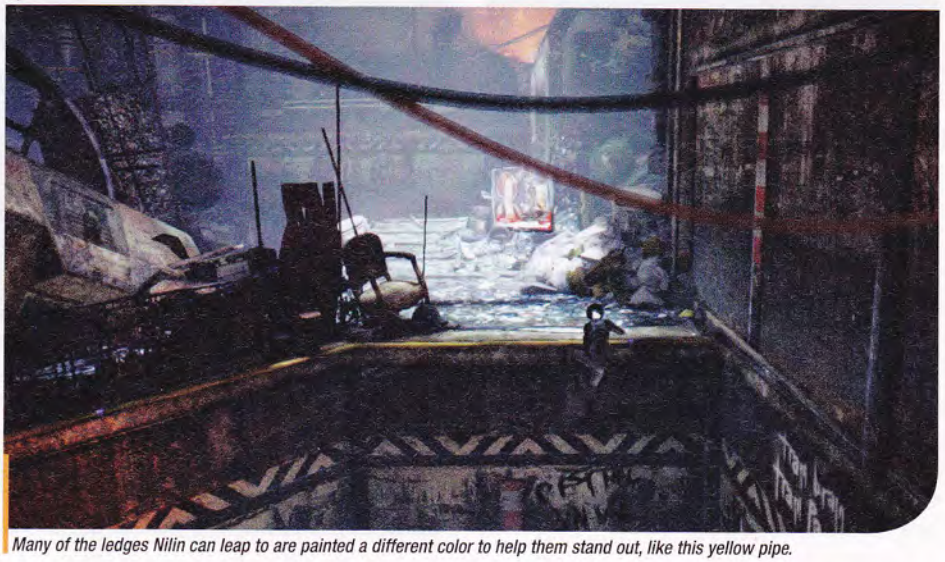
OBJECTIVE

Edge tells Nilin that her only hope is to find Headache Tommy. But first she must climb out of the junkyard and reach the upper area.

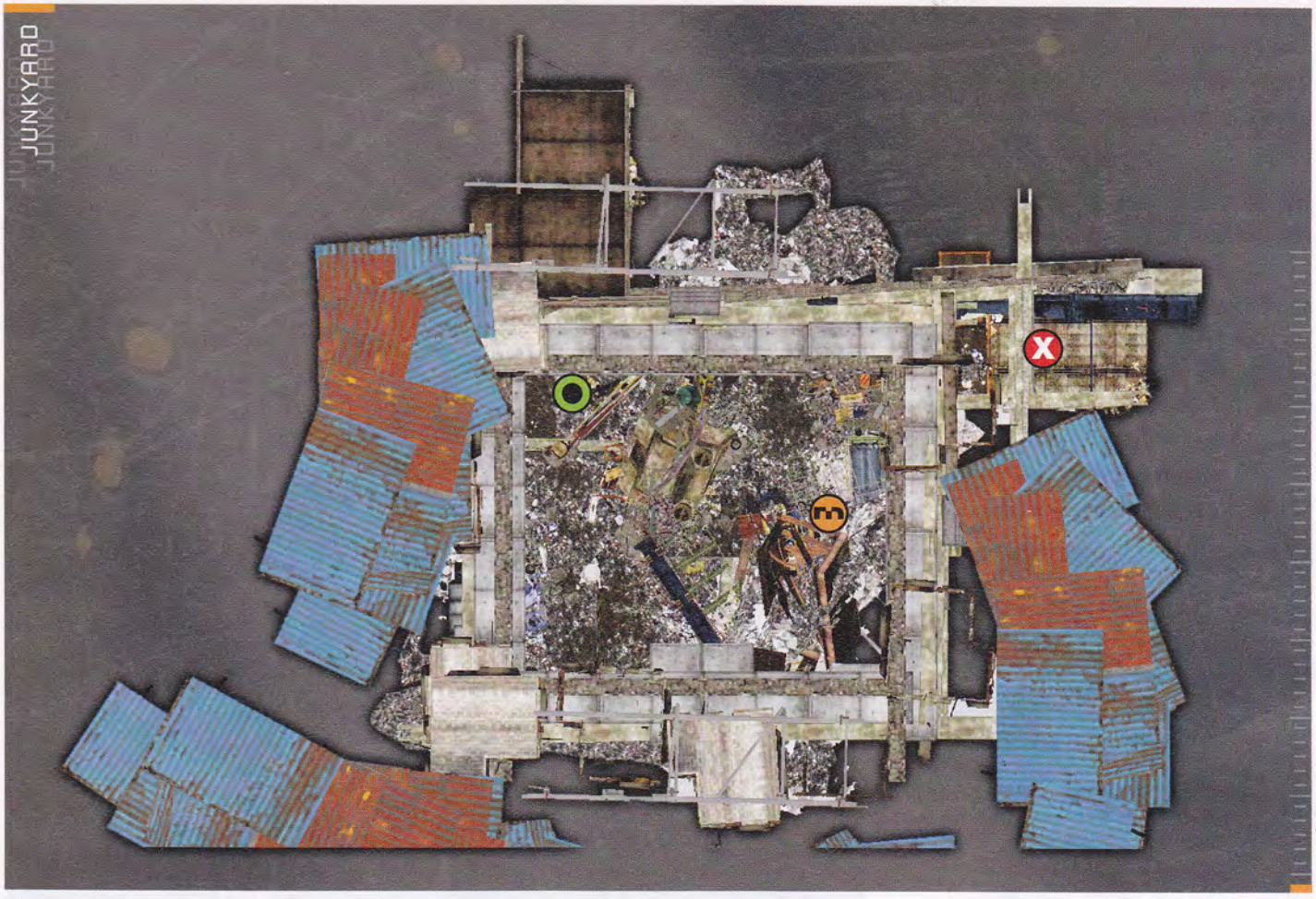
JUNKYARD

Exit the corridor near the wreckage and leap up to grab the ledge on the left. A large part of being a Memhunter in the vertical world of Neo-Paris involves navigating complex structures and climbing puzzles. Fortunately for Nilin, her Sensen calculates the optimal route and projects a holographic icon and distance marker to show her ledges she can leap to. Shimmy along the ledge to the right and climb up.





Many of the ledges Nilin can leap to are painted a different color to help them stand out, like this yellow pipe.

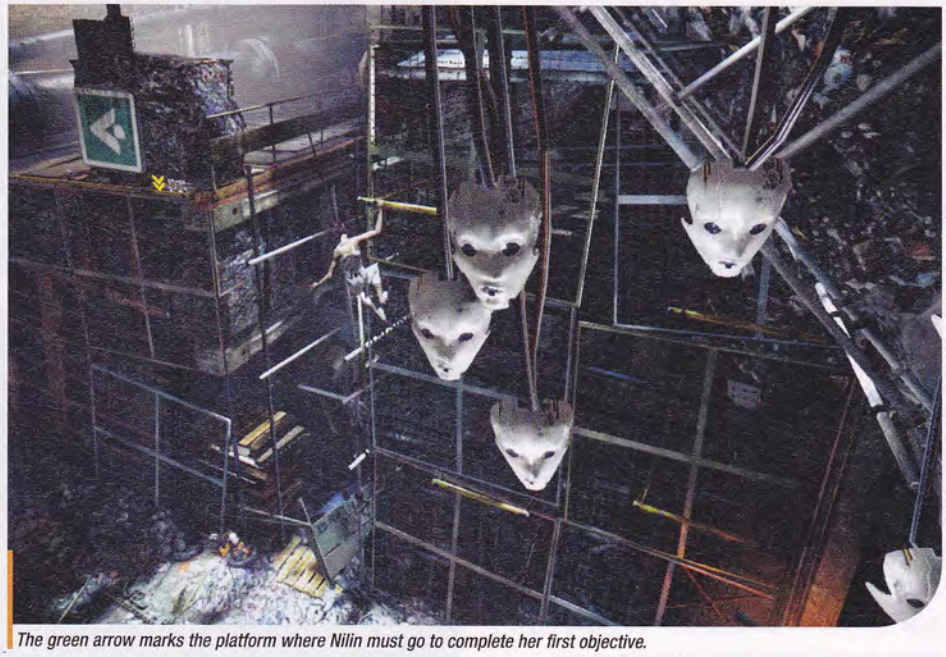


Make your way past the news monitor and climb up again, beneath the flaming barrel. Shimmy to the left, jump up to the upper ledge, then leap over the fence to the ledge further to the left. Nilin needs to continue climbing to exit the pit, but should first grab the **Mnesist Memory** on the ground behind the blue car. This is just to the right of the fence she needs to climb.



Mnesist Memories are left by a non-governmental agency in an effort to fight ignorance caused by memory loss.

The only way out of the pit is up. Leap into a hanging position on the yellow bar, then leap up and to the right to the next one. Nilin can leap upwards and laterally simultaneously, but not as far as she can jump along just one plane. Continue up and then to the left to reach the ledge to the left of the green sign.



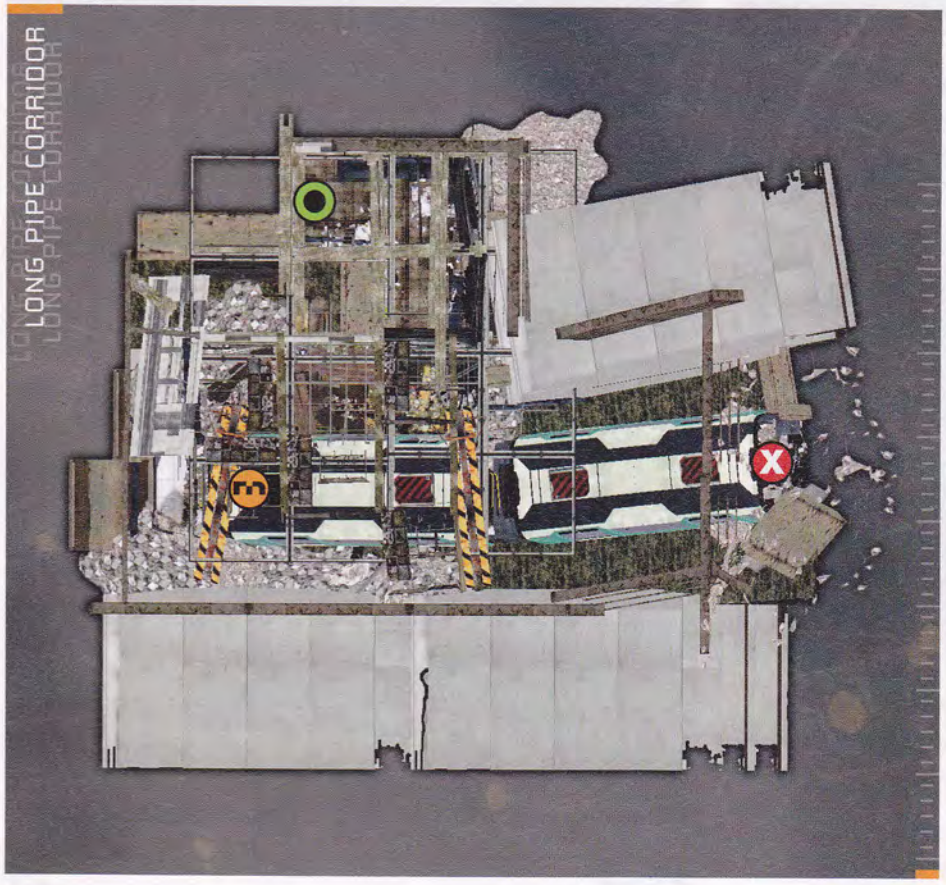
The green arrow marks the platform where Nilin must go to complete her first objective.

GET TO THE LEAKING BRAIN

OBJECTIVE

Headache Tommy is Nilin's former best friend. He runs a bar in the Old Souk and is still loyal to the cause.

OLD SOUK



Follow the lengthy sewer pipe around the bend to the crashed metro train. Immediately enter the car on the right, on the downhill side of the tunnel, to find the next **Mnesist Memory**. Ascend the incline to the far end of the abandoned train tunnel to reach the Old Souk.

Approach the ledge and drop into a hanging position so Nilin can carefully lower herself to the platform below without falling too far. Run after the Leapers spotted near the light and continue to the first bridge. Cross the bridge and use the neon light to begin your ascent near the "Senfix" sign. Grab the upper ledge and shimmy to the right to the gap in the railing so Nilin can climb up.



Grab the light beneath the sign then shimmy over to the gap in the railing on the right.



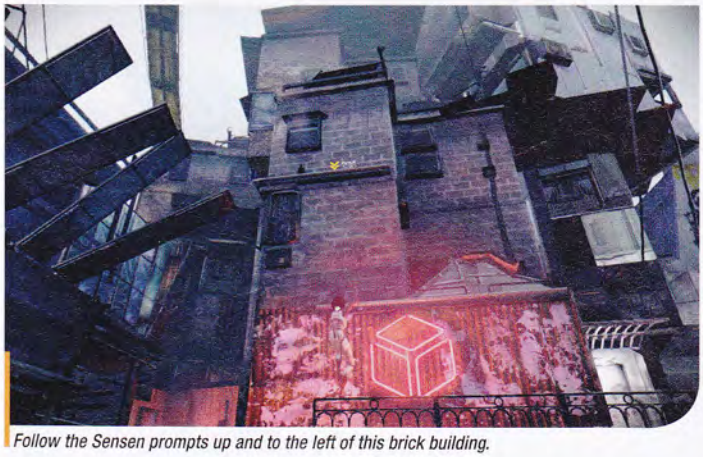
Errorist Memories

The white-framed digital monitor reveals the location of a hidden stash, usually a SAT Patch or Focus Boost. These images are your clue that a collectible is close by. Not every collectible has a corresponding Errorist Memory, but many do. Study the picture and look for the item. And remember, they're often nearby.



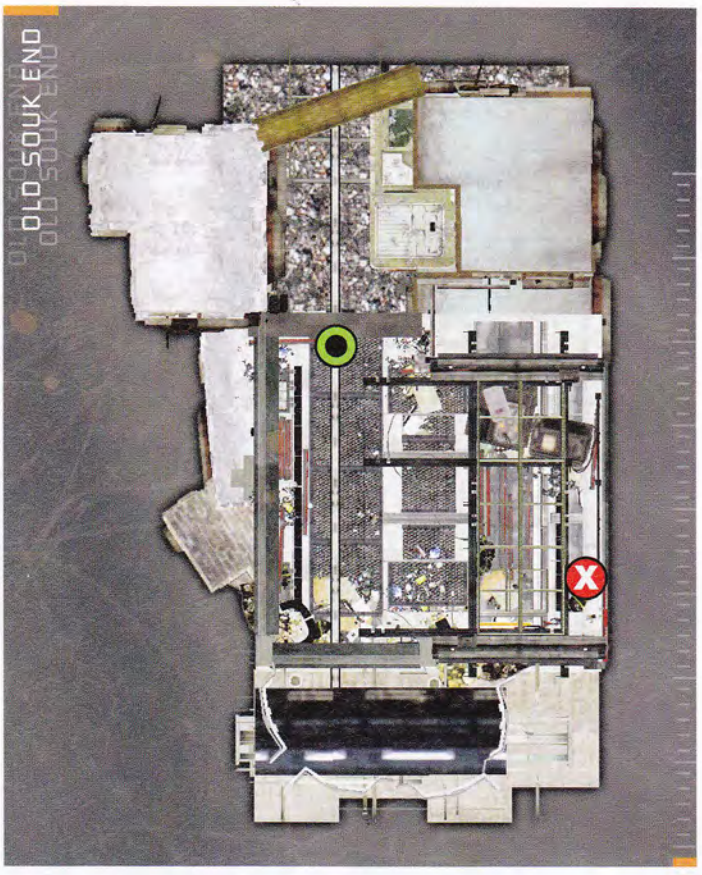
Cross the second bridge back towards where you first entered the Old Souk and briefly ignore the climbing path straight ahead. Head to the right to find the **SAT Patch** amidst the litter lying near the metal railing, just as the Errorist Memory showed!

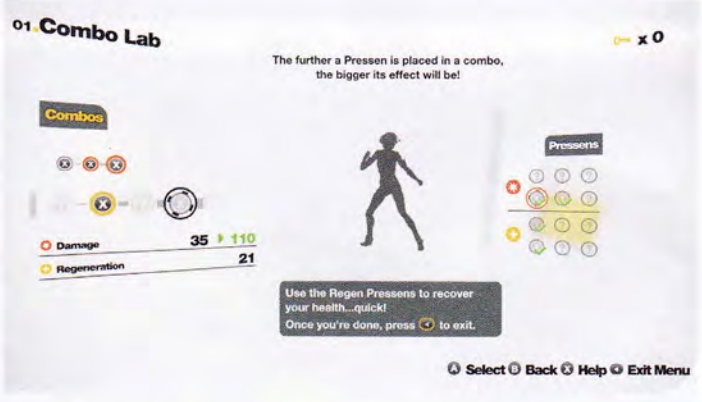
Scale the side of the brick building near the red-lit neon Memorize logo and shimmy around to the left. Pull back on the controls and jump to leap backwards off the wall to the flimsy barrier facing it. Vault up and over this barrier and drop onto the grating.



Follow the Sensen prompts up and to the left of this brick building.

The arena-like area isn't safe and Nilin gets jumped by a Prowler Leaper and is drained of most of her health. Fortunately Nilin's 5-hit Combo is unlocked and she remembers two Regen Pressens. Quickly install the Punch and Kick Regen Pressens into the 5-hit Combo via the Combo Lab. No second Kick Pressen is available to complete the 5-hit Combo, but you can swap out one of the Power Pressens and install it into the fourth slot of the 5-hit Combo. Now you can perform Kick-Punch-Kick-Punch to regenerate a fair amount of health before inflicting heavy damage. The Power Pressen inflicts greater damage since it's deeper into the combo than if it were part of a 3-hit Combo.







Insert the second Power Pressen into the 5-hit Combo to inflict 110 Damage after Regenerating 21 Health.

Once you have Nilin back to her full health, consider returning to the Combo Lab and swapping the other Power Pressen with the Punch Regen Pressen at the start of this 5-hit Combo to boost the Damage to 150 while dropping the Regeneration rating to 11. You can then Regen a small amount of health by using the first two strikes of the 3-hit Combo.

EXCLAMATION MARKS!

Nilin had to dodge enemy attacks before, but now she's going to be attacked from enemies off-screen and on walls. Keep your eyes peeled for warnings coming from the edge of your screen or from Leapers clinging to the walls. They can't leap attack all the way across the arena, but they do have considerable range. It's best to stay clear of them.

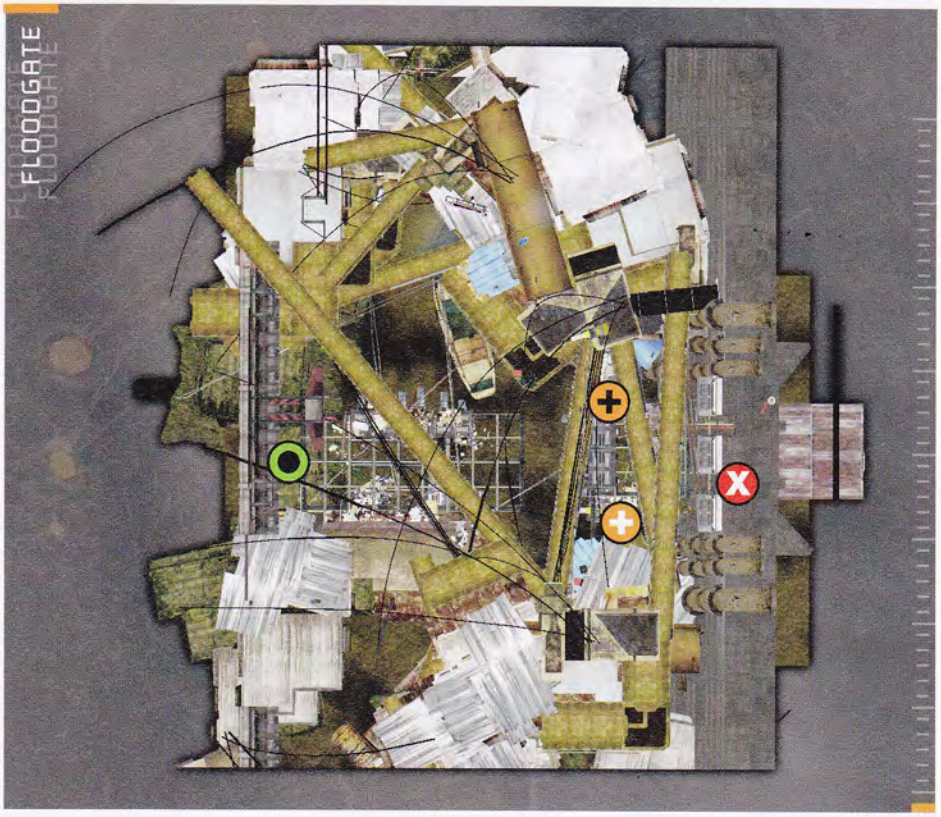
Defeat the half-dozen Prowler Leapers and exit the arena by climbing up and over the orange and red panels in the back left corner. Leap towards the sign for the Leaking Brain and climb up near the gap in the fence. Don't run and leap across the gap to the next platform just yet! First loop around to the right to find the next **Mnesist Memory**.



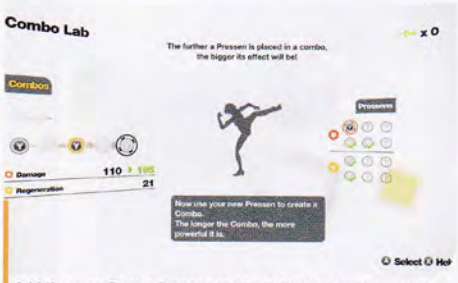
Don't miss this Mnesist Memory around the corner from the gap in the walkway.

Sprint towards the edge and leap across the gap in the walkway to the SAT Hatch beyond the stairs, then approach the cart controls atop the stairs. Activate the cart to move it out of the way. Make your way to the right, directly above the spot of the Mnesist Memory you just collected, and leap across to the metal utility room where another Errorist Memory is located. Run and leap over the gap to the left to reach the floodgate area.

SLUM DOCKS



Defeat the Prowler Leapers on this platform to gain the necessary Procedural Mastering Points (PMP) to reach a threshold and unlock a new Pressen. Pressens become unlocked in order. The next one is a kicking Power Pressen. Now you can complete the 5-hit Combo using three Power Pressens and a Regen Pressen. You can also add a punch Regen Pressen to the 3-hit Combo so that two punches give you some Regen.



Add the new Power Pressen to the 5-hit Combo to boost the damage inflicted!

Run and leap across the gap after the fight and pick up the **SAT Patch** to the left—find five SAT Patches to gain a new chunk in the health gauge! Start climbing the red pipe along the floodgate wall near the graffiti until a Leaper attacks and causes the pipe to rupture. Leap across to the ledge on the right and hang beneath the steam until it stops steaming. Quickly climb past the steam then leap to the left to regain the pipe. Be careful, Nilin takes a full chunk of health damage if she is hit by the steam.



Be patient and wait for the steam to stop before continuing your ascent.







Climb to the top to reach the docks where Nilin encounters a new enemy known as a Skinner Leaper. Nilin can use multiple Power Pressens to break his defense at first, but he soon counterattacks after just one or two strikes. Skinner Leapers are never far from a group of Prowler Leapers. The Skinner Leaper feeds off the energy of the Prowler Leapers and becomes far more dangerous when they are around (as evidenced by his red glow). Nilin is unable to break the defense of a Skinner Leaper being buffed by the presence of Prowler Leapers, so she must work to take out the lesser enemies first.



Skinner Leapers counterattack after being hit just once when in the presence of Prowler Leapers.

Stay on the move to avoid the Skinner Leaper's heavy attacks and use a mix of Power and Regen Pressens to ensure Nilin maintains enough health while fending off the Prowler Leapers. Stack either of your combos with Power Pressens once you've defeated the Prowler Leapers and finish off the Skinner Leaper.

Activate the crane control on the left to lower the crane within reach. Leap onto it and climb up to the boom. Shimmy around the right-hand side and leap off the other side to the upper platform in the room. One of Tommy's Drones cuts a hole in the metal wall for Nilin to exit.



Use the crane to reach the upper room on the far side of the room with the Skinner Leaper.

Leap across to the ledge beneath the massive video display and shimmy along the ledge to the right. Continue making your way up and to the right to reach the concrete walkway.

FLOATING MARKET



Nilin has to cut across the floating market in order to reach the warehouse that leads to the Leaking Brain. Run and leap to the pole and drop down safely near the SAT Hatch. Cross the floating bridge near the shops and continue straight past the Errorist Memory to find the **Mnesist Memory** on the ground behind the boat lying on its side.



There are a number of collectibles in this area so look around carefully.

Cross the bridge towards the other shops and locate the **SAT Patch** in the corner to the left, beyond the pillars near the "Low Cost Proteins" sign. This is the one shown in the Errorist Memory screen.

Proceed around the corner past the shops to the left, keeping the water and boats on your right. Nilin needs to climb the ladder to the upper level, but first head past the ladder and pick up the **Mnesist Memory** in the shadows on the left.



Be sure to locate this Mnesist Memory before climbing the ladder to the catwalk.

Climb the ladder to the moving catwalk, but continue around the corner to find the next **SAT Patch** near a valet robot on the right. This latest collectible is right above the one you found near the shops below. Activate the first catwalk to extend a bridge across the market, then activate the second catwalk to continue.

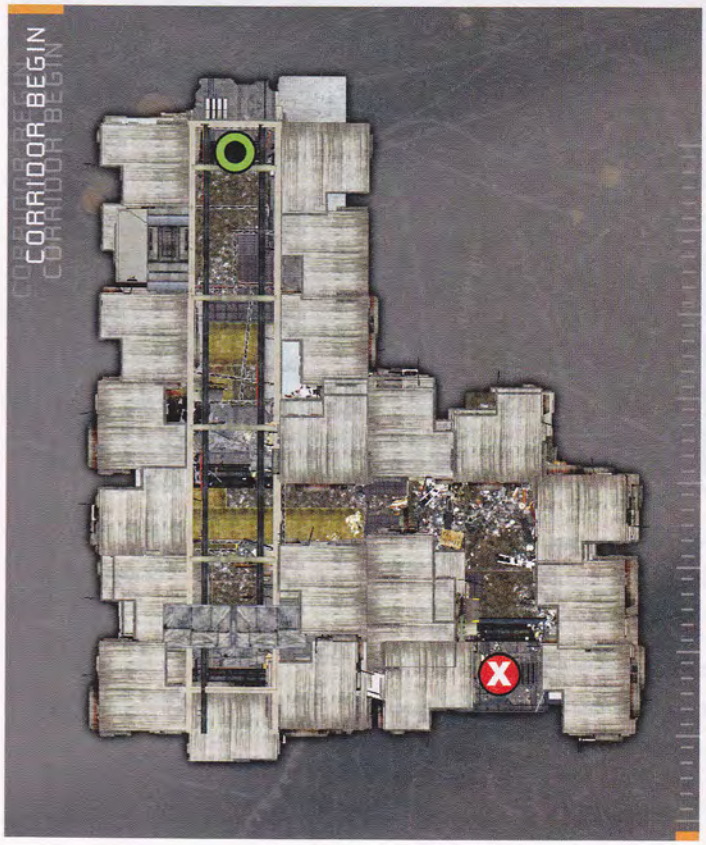
Leap across to the building on the south side of the market, directly above the first Mnesist Memory you found in this area. A man behind a gate says he won't arrest Nilin, but he won't let her in either. Follow the path to the right and smash through the metal boards.



Break through these metal boards on the second floor to exit the market area.

Two Leapers attack beyond the boards, but Nilin gets another piece of her memory back—if only temporarily—and automatically unleashes a powerful attack that briefly immobilizes the Prowler Leapers. Finish them off with a combination of punches and kicks. It's even possible to knock them off the balcony for a "ring out" kill.

THE ALLEY





Run and leap to the metal beam to the left of the sign for Olga Sedova and follow the Sensen prompts along the path to the metal bridges that crisscross the alley. Don't fall! Shimmy along the edges, up and over the sign with Nilin's face on it, to where the two men are talking.



Follow the drones delivering supplies to the Leaking Brain.

The path to the Leaking Brain leads to the left. Leap to the beam and shimmy left towards the sign for the "Emo-Shop." Leap back across the alley to the wall opposite the red lights, then continue to the stepped ledges at the end of this dead-end.

Clamber up to the ledge and watch the high voltage cable electrocute the next platform. Wait for it to stop shocking the surface, then run and leap onto the platform, then quickly move onto the pipe beyond it to avoid being shocked. Shimmy along the pipe to the warehouse gratings beyond it.



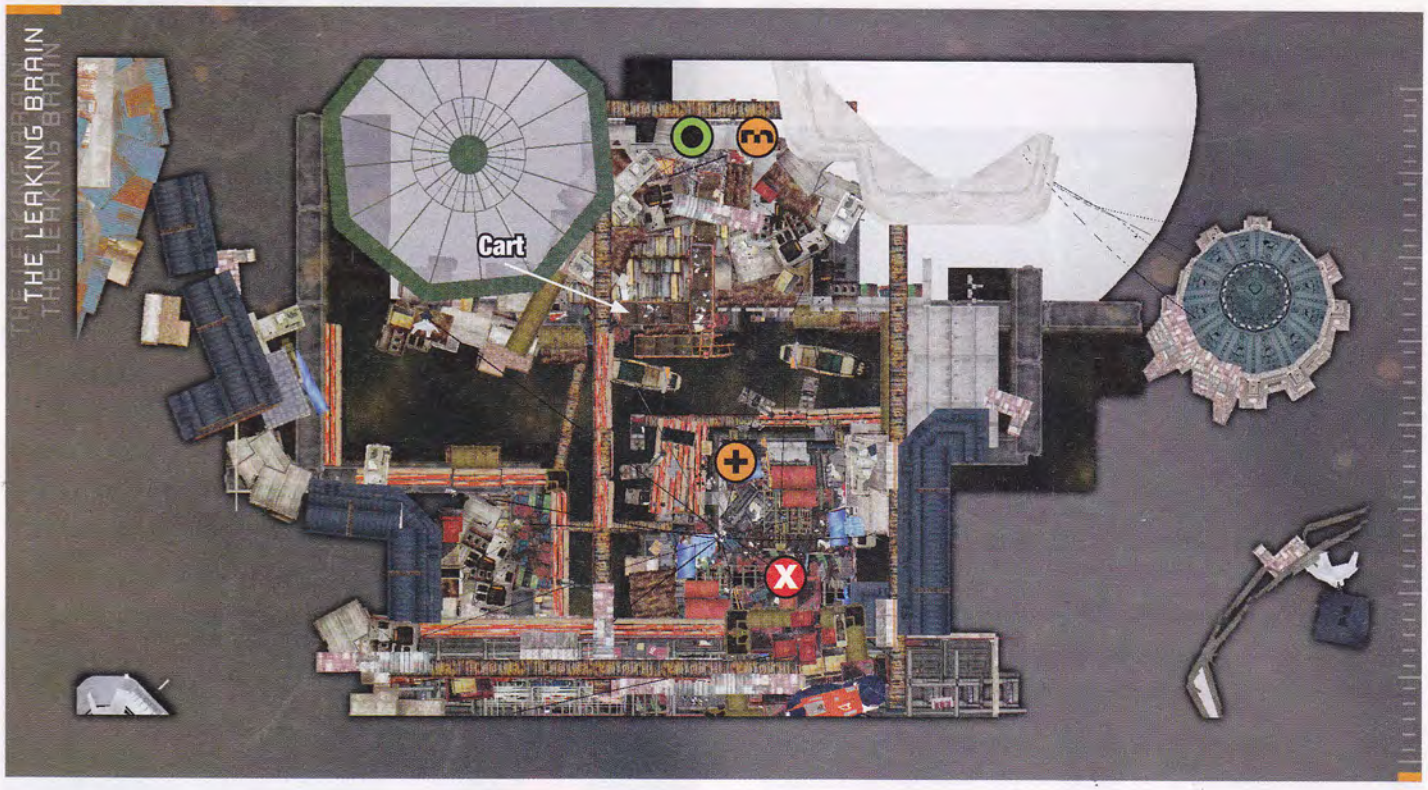
Wait for the high voltage current to cycle off before leaping onto this next platform.

The metal panels quickly start falling out from under Nilin, threatening to spill her to her death at any second. Sprint away from the falling platforms and do not pause on any of them. Round the corner and leap for the ladder in the distance. You'll need to zigzag to avoid the panels as they break away.



Be ready to sprint for safety as soon as Nilin drops from this pipe.





Slide down the ladder and make your way across the ledges to the left, to the beam beneath the red glass light. Ignore the Sensen prompt telling you to climb here! First, drop down to a lower ledge and shimmy over to a hidden ledge in the back of the alley to find a **Mnesist Memory**. To get back safely, drop off the ledge into a hanging position, shimmy back around to the first ledge and climb back up to the red-lit sign.



Always be on the lookout for hidden ledges that the Sensen overlooks, such as the one below this red sign!

Head out onto the walkway to finally catch your first glimpse of the Leaking Brain. Board the cart on the right and ride it across to the slum's finest bar. Immediately pick up the **SAT Patch** on the table to the right. If you've collected all five so far, this will add a Life Chunk +1 to Nilin's health gauge, giving her a new total of six.

Go and talk to Headache Tommy standing behind the bar. Nilin has no memory of him, but he's been holding onto her **Hunt Glove** just in case she ever escaped La Bastille. Tommy has Nilin's combat skin as well.



Headache Tommy will be excited to see you.

Memory Remix: How-To

The Memory Remix controls are discussed in detail in the Errorist Basics section of this guide, but here's how you to put them into practice. Rewind the scene by rotating the Left Stick counter-clockwise until you spot a glitch. Memory glitches manifest as orange and white static. Halt the rewind on a memory glitch and follow the on-screen prompt to activate it. Rewinding past an activated glitch cancels that interaction. Multiple glitches can be activated simultaneously. You must watch the cinematic play out to experience the result. Not every glitch impacts the target's memory—some details are inconsequential, particularly if isolated from others. Lastly, every Memory Remix contains a Memory Bug which, if found, kills the target. Those wanting to unlock every Achievement/Trophy should seek out the Memory Bug at the start of each Memory Remix episode.

MEMORY REMIX

THE MEMORY TRANSFUSION

3 HOURS AGO > 06:43 >>>>>>

The bounty hunter Olga Sedova has managed to catch Nilin by surprise, but only after Nilin has donned her combat skin and Hunt Glove. Nilin, spotting Olga's Sensen, remembers a critical skill: her ability to remix another person's memory to her advantage.

Watch the cinematic through to its end to understand the scene. Olga is trying to provide a Memoriel Transfusion for her husband David so that he can recover from excessive memory loss. The cost of the process is very expensive, forcing Olga to make the payments by hunting down Errorists like Nilin. Your objective is to alter the scene so that Doctor Quaid kills David Sedova instead of curing him. With David dead, Olga will have no reason to try and capture Nilin.



Invert the Memory Flux to kill Olga and identify the Memory Bug in this scene.

MEMORY GLITCHES

Item	Action	Activate?
Capsules	Switch	Yes
Trolley	Move	No
Ping Machine	Activate	No
Memory Flux	Invert	Memory Bug
Anesthetic Mask	Untie	Yes
Strap	Unlock	Yes

Follow along with the in-game tutorial to locate the first glitch—a strap—and unlock it. This alone will have no effect on the outcome thanks to the sedatives that Dr. Quaid has injected into David. Rewind the scene again, this time stopping on the Memory Flux glitch and invert it. This causes David's remaining memories to drain into Olga, effectively killing her. This is known as a Memory Bug—the target is dead so how can she remember?

Rewind all the way to the beginning of the scene and activate the following items: Capsules, Anesthetic Mask, and Strap. Allow the cinematic to play to its conclusion. Doing so completes the objective—Dr. Quaid has now killed David Sedova as far as Olga's memory is concerned. Now, thanks to Nilin's ability to perform a Memory Remix, Olga is fighting against Memorize instead of working to pay them.



Switch the Capsules, untie the Anesthetic Mask, and unlock the Strap to accomplish the objective.



MEDICAL MALPRACTICE

You performed your first Memory Remix and turned a hostile enemy into a potential ally. It's important when performing Memory Remixes to rewind slowly to the beginning and locate every individual memory glitch for progress towards other Achievements/Trophies. Consult the tables we include in each Memory Remix section to find all of the memory glitches and ensure you activate those needed to locate the Memory Bug.



FORGED ALLIANCE

Thanks to you, Nilin has made her way out of Slum 404, reconnected with an old friend, and got her Memhunter equipment back. She's even turned a sworn enemy into an ally. Olga Sedova is willing to give Nilin a lift to her next destination.

02 MACROWAVE

My head may still be full of amnesia, but the risks Tommy and Edge have taken to free me have got me feeling troubled. Now they want me to punish Neo-Paris's privileged few. Edge talks about a clandestine mission to be accomplished in the heart of the Saint-Michel Comfortress. About a brutal wakeup of this high-security district, making it fertile for the seeds of revolution! And why not? Though his fight is legitimate, it's his friendship that has been clinging to my drifting thoughts.

Why did our enemies erase my memory? Am I really that dangerous? In my chest, my throat, on the tips of my fingers, I can feel the throb of the power that scares them so... It scares me too. The power to take what someone is—their memories—and bend them to my will. To re-write their history. To play God! The mere thought sends me reeling. If this ability really is the core of who I once was, then I must relearn what has been taken from me. I must master this talent!

SAINT-MICHEL DISTRICT

SUNDAY, 17 > SEPTEMBER 2084 > 09:37

COLLECTIBLES

- 4 SAT PATCHES
- 2 FOCUS BOOSTS
- 6 MNESIST MEMORIES
- 0 SCARAMECHS

ABILITIES GAINED

- SENSEN FURY S-PRESSEN
- REMEMBRANE ACCESS
- MEMORY SYNCHRONIZATION
- SPAMMER

ENEMIES ENCOUNTERED

- ENFORCER

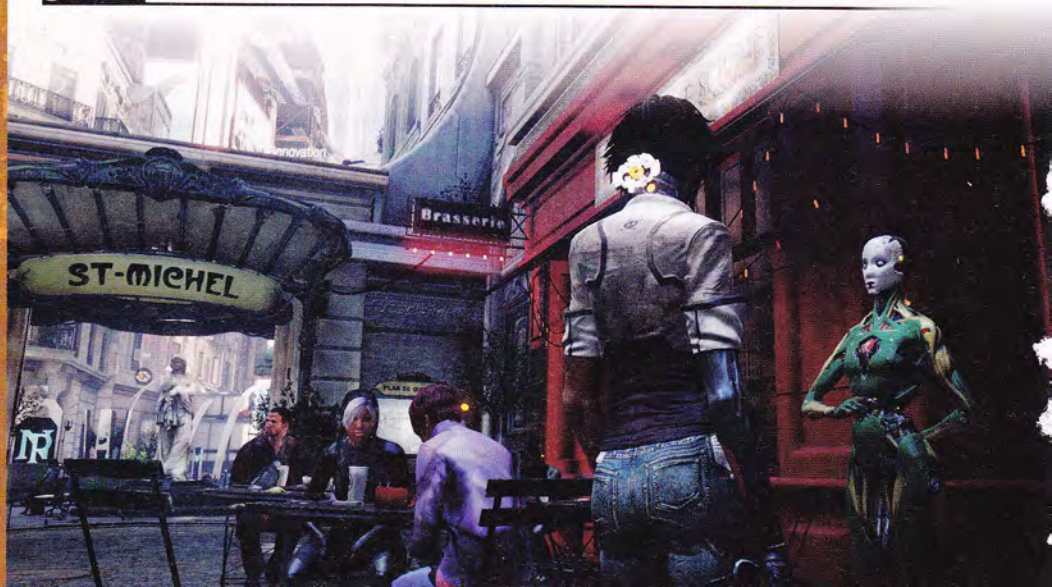
OBJECTIVES

- MEET UP WITH BAD REQUEST AT THE SAINT-MICHEL ROTUNDA
- FOLLOW BAD REQUEST'S REMEMBRANES
- STEAL KAORI SHERIDAN'S MEMORY
- GET TO THE ROOF

MEET UP WITH BAD REQUEST

OBJECTIVE

Edge needs Nilin to steal some memories from an architect by the name of Kaori Sheridan. A contact known only as Bad Request will help Nilin get to her. He's located in the Saint-Michel Rotunda.



"IN THE END, MAN IS NOT ENTIRELY GUILTY—HE DID NOT START HISTORY. NOR IS HE WHOLLY INNOCENT— HE CONTINUES IT."

– ALBERT CAMUS



MAIN STREET

Olga, keen to help a fellow enemy of Memorize, drops Nilin off in an alley near the main marketplace area of the Saint-Michel District. The people here are friendly, sociable, and carefree, for they live on the right side of the barricades which protect them from the cold reality of Neo-Paris. Proceed around the corner to the plaza and descend the steps on the right to find a **Mnesist Memory** near some graffiti beside the stairs, not far from the preacher holding court another flight down.

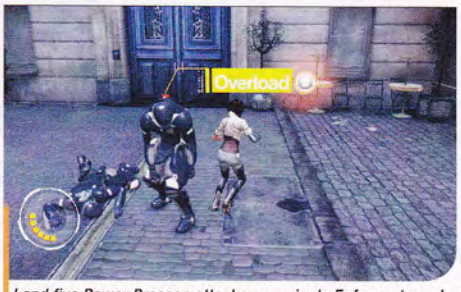


Pass through the gate to the fountain and turn right to find a Mnesist Memory.

Return up the stairs and follow the digital sign for the Saint-Michel Rotunda. Guide Nilin past the shopper and her valet robot to a small courtyard where three Enforcers are helping a confused lady enter her house. Unfortunately, they spot Nilin and begin to attack.



Enforcers, members of S.A.B.R.E. Force, attack with a baton-like weapon known as a Tonfa. They aim to immobilize and subdue through non-lethal force, but Nilin would rather die than return to La Bastille. Use 3-hit Combos with Power Pressens to make them susceptible to a Memory Overload. Nilin can perform a powerful Memory Overload attack on an Enforcer after just five Power Pressen strikes. Memory Overload attacks instantly defeat the enemy and yield a bonus to the Focus Gauge, which Nilin comes to rely on soon enough. Defeat the three Enforcers to earn enough PMP to reach the next threshold. Use the key to unlock the Punch Regen Pressen so you can fill up both the 3-hit and 5-hit Combos.



Land five Power Pressen attacks on a single Enforcer to make it vulnerable to a Memory Overload.

To exit the courtyard, Nilin must climb up and over the wall near the Errorist Memory panel opposite the lady's home. Use the ledges on the right to scale the wall then drop down to find the **SAT Patch** shown in the Errorist Memory. You have to climb back over the wall to resume the climb. This time, don't drop down, but leap across the alley to the red pipe instead.



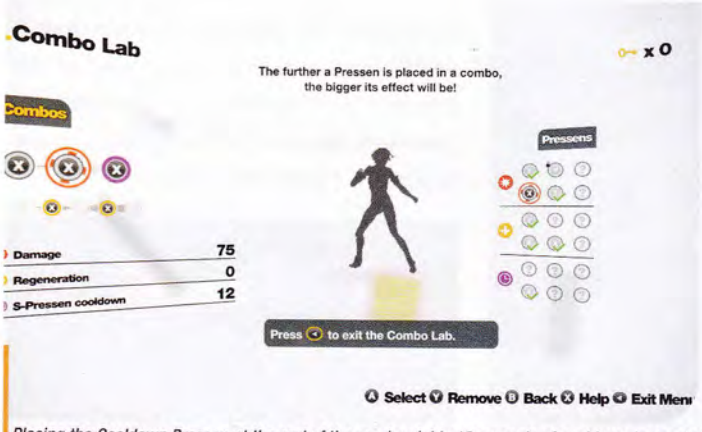
Collect the SAT Patch then climb the red pipe to reach the roof above.



Climb to the top of the pipe, then leap across to the ductwork on the roof where the birds are. Ignore the Enforcers that emerge in the courtyard below and continue up the ladder to the roof where a SAT Hatch is located. Make your way across the rooftops in a counter-clockwise direction and leap down to the lower roof on the right.

Four Enforcers attack on this roof, but not before Nilin remembers her Sensen Fury S-Pressen. Sensen Fury allows Nilin to free-flow from enemy to enemy, hitting harder and harder each time. Open the S-Pressen Wheel, then select Sensen Fury. Use the combo for as long as possible to kill off at least two of the Enforcers, then use Power Pressens to gain Memory Overload kills on the others.

Another group of Enforcers attacks, and this time Nilin gains access to Cooldown Pressens. Add the Punch Cooldown Pressen to the third hit in her 3-hit Combo. This makes that third hit take 12 seconds off all of her S-Pressens currently in cooldown. Use this combo multiple times to ready the Sensen Fury, then unleash the Sensen Fury attack again. Punch and kick quickly to keep the Sensen Fury combo going across enemies and hopefully earn a 9x or 10x combo before it ends. Use the 3-hit Combo again with Power and Cooldown Pressens to activate Sensen Fury once more.





Placing the Cooldown Pressen at the end of the combo yields 12 seconds of cooldown instead of 10 so she can use Sensen Fury that much sooner!

S-Pressens and Cooldown Pressens

Nilin has only remembered one of her five S-Pressens so far, but frequent use of these special abilities is fundamental to her survival. In short, the more often she can unleash an S-Pressen, the more likely she is to stay alive. This means making frequent use of Cooldown Pressens. Though the Sensen Fury attack has just a 60-second cooldown, other S-Pressens take much longer to reactivate. Cooldown Pressens don't inflict as much damage as a Power Pressen, but the S-Pressens they help to make available more than make up for this difference. It's a good idea to incorporate Power Pressens into every combo, but consider having one or two that focus primarily on Cooldown and Regen.



Climb the red pipe in the corner of the roof towards the billboard that flips between two images. Wait for the sign to begin to change then leap over to it and quickly shimmy from left to right to get off of it before the panels change again and drop Nilin to the ductwork below. Hold the Spammer Shoot button for speed while traversing and leap to the window ledge. Cut through the apartment, use the SAT Hatch, and exit onto the rooftop.



Traverse the top of the billboard and leap to these metal bars before the sign flips again.

Leap to the ledge and climb across the gap above the alley below to the rooftop with the graffiti and air conditioning units, near the window looking into the apartment. Continue the ascent to where you find a Drone working on the electric panels across the alley. Jump across to the beam above the plants on the window.

Watch the alternating pattern of the electricity and leap up to the one on the left while the right-hand one is crackling with current. Shimmy to the right, wait for the pause when neither panel is electrified, and quickly leap over to the one on the right. Drop to the ledge below it for safety. Continue to the right, wait for the upper right panel to be safe, then leap up and over to the pipe on the right. Don't slide down the pipe just yet! First continue across the ledges to the right to reach the **Mnesist Memory** on the balcony.



Wait for the "Danger" sign to terminate before leaping to the panel on the right.



Don't miss the Mnesist Memory on the balcony beyond the electrified panels.



Stealing memories usually isn't this easy.

Descend the pipe to the ground below and make your way past the "Leapers and Liqueurs" café to the rotunda entrance. Turn left immediately upon entering the rotunda to find a **SAT Patch** near a gate. Return the way you came and loop around the balcony of the rotunda in a counter-clockwise direction, past the elevator, to find Edge's contact, Bad Request.

Bad Request is honored to be helping Nilin—he's her biggest fan. Though not exactly a Memhunter in his own right, Bad Request tries to help the movement any way he can. He spent some time memorizing the Security Drone's surveillance path. He'd consider it an honor if Nilin stole this information from his Sensen.

OPEN MIND

Nilin has stolen her first memory, at least the first one she can remember. Stolen memories can range from security codes to hidden paths that Nilin must follow. Bad Request memorized a path past the security drones in the comfortress just so Nilin could follow his steps.

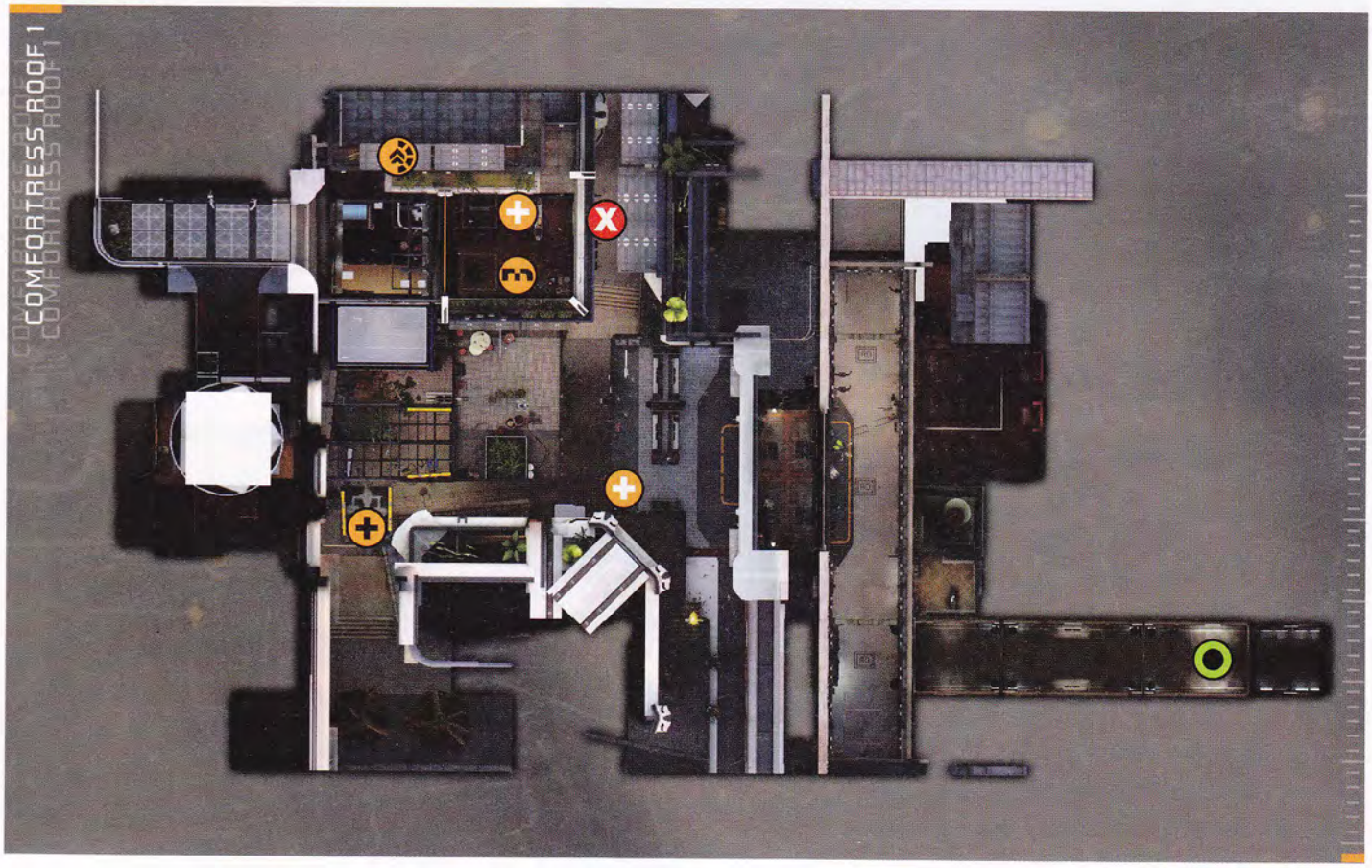
Bad Request left behind a trail of Remembranes, Memo-Buoys anchored just so. Remembranes are digital projections of a recorded memory.

FOLLOW BAD REQUEST'S REMEMBRANES

OBJECTIVE

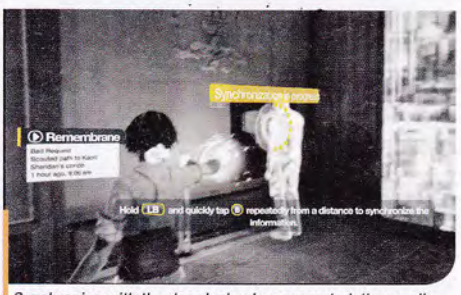
The only way through the district, past the Security Drones, is by following Bad Request's Remembranes. Nilin must use these digitized memories to follow Bad Request's path.

COMFORTRESS APARTMENTS





Access the first Remembrane for an instructional message from Bad Request then access the second one steps beyond it. Target the door lock on the left to synchronize with the memory so that Nilin can unlock it. To do so, hold the Spammer Lock button then rapidly tap the Interaction button to synchronize Nilin's Sensen with the device. Unlock the door and defeat the two Enforcers near the ladder.



Synchronize with the door lock when prompted, then walk over to it and unlock it physically.

Climb the ladder to the construction site and access the next Remembrane. Synchronize with the door control on the left, only to see Bad Request break the rusty ladder as he climbs. Nilin has to go another way. Open the door using the door controls then climb the pipe on the right. Leap off of it to the Construction Drone when the Sensen prompt appears. Nilin automatically leaps to a ledge on the wall near the upper portion of the ladder. Climb upwards to the ladder and use it to gain the roof.



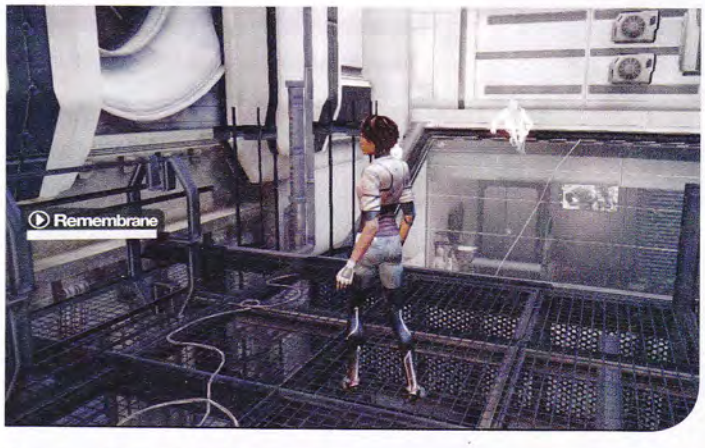
Leap to the beam being carried by the Construction Drone to reach the upper portion of the broken ladder.

Multiple Security Drones patrol the roofs ahead. Consult the Errorist Memory and use the SAT Hatch if necessary before accessing the next Remembrane. Leap to the fence and follow along with the digital representation of Bad Request's memory as he shows Nilin how to navigate past the drones. He's developed an overlay for his Sensen that reveals the detection cones—stay clear of those circles of light to avoid being spotted by the Security Drones!



Traverse the patio via the fence then tiptoe past the edge of the detection cone.

Access the next Remembrane and climb up to the platform to see where Bad Request goes. Don't run and leap to the slanted glass window where Bad Request went just yet! First drop off the platform to the left to find the **SAT Patch** shown in the Errorist Memory. Now climb back up and run and leap for the glass window.



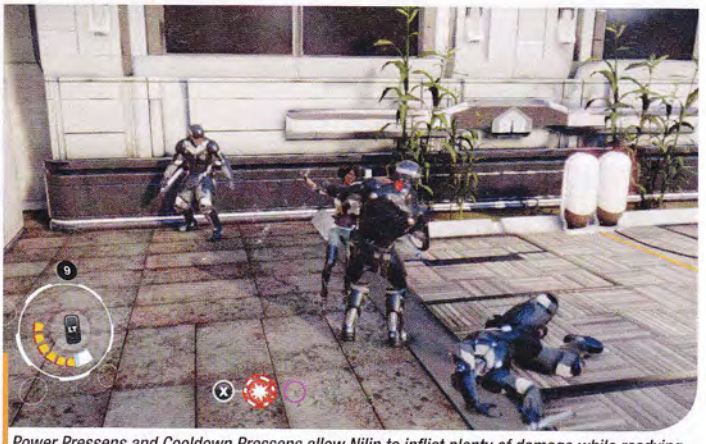


Watch Bad Request's leap for the window, but make sure to get this SAT Patch on the left first.

Unlike Bad Request, Nilin crashes through the glass into the apartment below when she tries to follow his path. Exit the fitness room and head up the stairs directly ahead to find the first **Focus Boost**. As with SAT Patches, finding five Focus Boosts gains Nilin an extra chunk in the Focus Gauge. Descend the stairs, enter the kitchen around the corner, and locate the **Mnesist Memory** on the table opposite the counter.

Exit the apartment to the balcony and leap across the alley to the metal pole. Nilin has no choice but to climb the pole and leap back to the roof of the apartment.

Multiple Enforcers attack here. Use your Power Pressens to ready an Enforcer for an Overload opportunity while gaining Focus. Activate Sensen Fury to pummel them, then use Power and Cooldown Pressens to be able to use Sensen Fury again.



Power Pressens and Cooldown Pressens allow Nilin to inflict plenty of damage while readying her Sensen Fury.

Climb up to the ledge near the blue light, use the SAT Hatch if you need it, then run and leap to the metal pipe beyond the "Fall Hazard" sign. Shimmy around to the right, climb the pipes to the next floor, then make your way back to the left and over the railing onto solid footing.



There's nowhere to go but up!



Return to the Remembrane and access it again if you get detected.

Proceed down the hall to the stairs on the right to locate the next Remembrane. Follow closely behind Bad Request's image to slip past the detection cones of the Security Drones. The spacing is pretty tight, so keep close behind his image to avoid being neutralized. Climb the trellis to the next balcony and another SAT Hatch.

Access the next Remembrane to hear Bad Request speak of a privacy statute that forbids Security Drones from scanning through walls. Synchronize with the door lock as Bad Request's image works to unlock the door. Unlock the door then loop around the bar to the right to find the **Mnesist Memory** you likely spotted from the area outside by the SAT Hatch. Ignore that next Remembrane for a moment and descend the stairs to the right of it to slip outside and find a **SAT Patch** near the gate outside. Return to the Remembrane inside the apartment.

Access the Remembrane inside the apartment and synchronize with the shutter on the wall so that Nilin can close it. This keeps the Security Drone inside the apartment from spotting Nilin and she slips past the window outside. Go outside the way you entered, run and leap across the gap to the balcony and continue past the Drone now that it's behind the shutter and can't spot her.



The shutter controls allow Nilin to block the Security Drone's view of her outside the apartment.

STEAL KAORI SHERIDAN'S MEMORY

OBJECTIVE

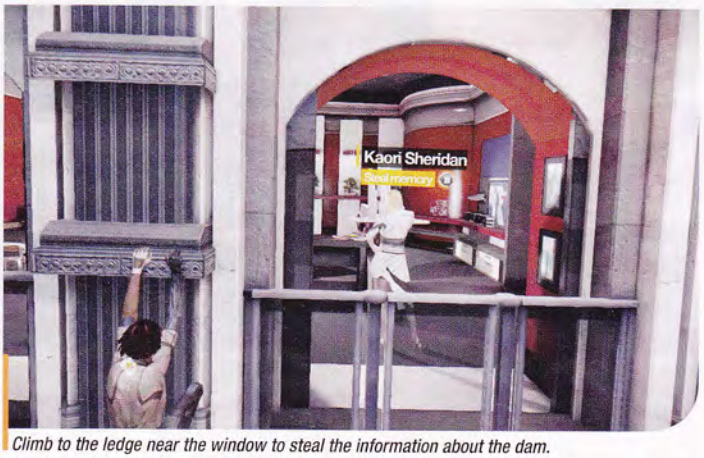
Edge wants Nilin to steal Kaori Sheridan's memory to extract the blueprints of the Saint-Michel Dam. He's not about to say why.

UPPER ROOFTOPS



Defeat the two Enforcers near the glass-covered rooftop swimming pool. This should give Nilin enough PMP to unlock another Pressen. Consider unlocking the Kick Cooldown Pressen to gain a second Cooldown Pressen and swap it with the second Regen Pressen in the 5-hit Combo. With this installed, you gain 12 seconds of S-Pressen Cooldown from each combo you use. Another option is to place both Cooldown Pressens into the 5-hit Combo (along with a Regen and Power Pressen) and leave the 3-hit Combo filled with Power Pressens.

Climb over the wall and head up the stairs to the SAT Hatch. Pick up the **Mnesist Memory** from the bench on the right before going anywhere else. Kaori Sheridan's apartment is just across the street. Run and leap to the ledge, shimmy to the right, then leap up to hang from the ledge near the open window on the right. This puts Nilin close enough to be able to steal her memory of the Saint-Michel Dam security protocols that Edge has requested.



Climb to the ledge near the window to steal the information about the dam.

GET TO THE ROOF

OBJECTIVE

Edge needs Nilin to transfer the security protocols to him, but the comms are being interfered with. She's got to get to the roof for a clear signal.

Proceed along the ledge outside Kaori's window and leap through the red-lit holographic sign to continue traversing to the right. Pause just before leaping onto the rotating billboard and study its motions. It only truly pauses when the bright blue side is showing. Fortunately there are several panels in the center that don't rotate. Leap across when the first two are blue and make your way to the right, to the inactive zone. Get close to the right-hand part that rotates and wait for the entire billboard to turn to the blue advertisement, then quickly shimmy along to the right and leap for the ledge beyond it.

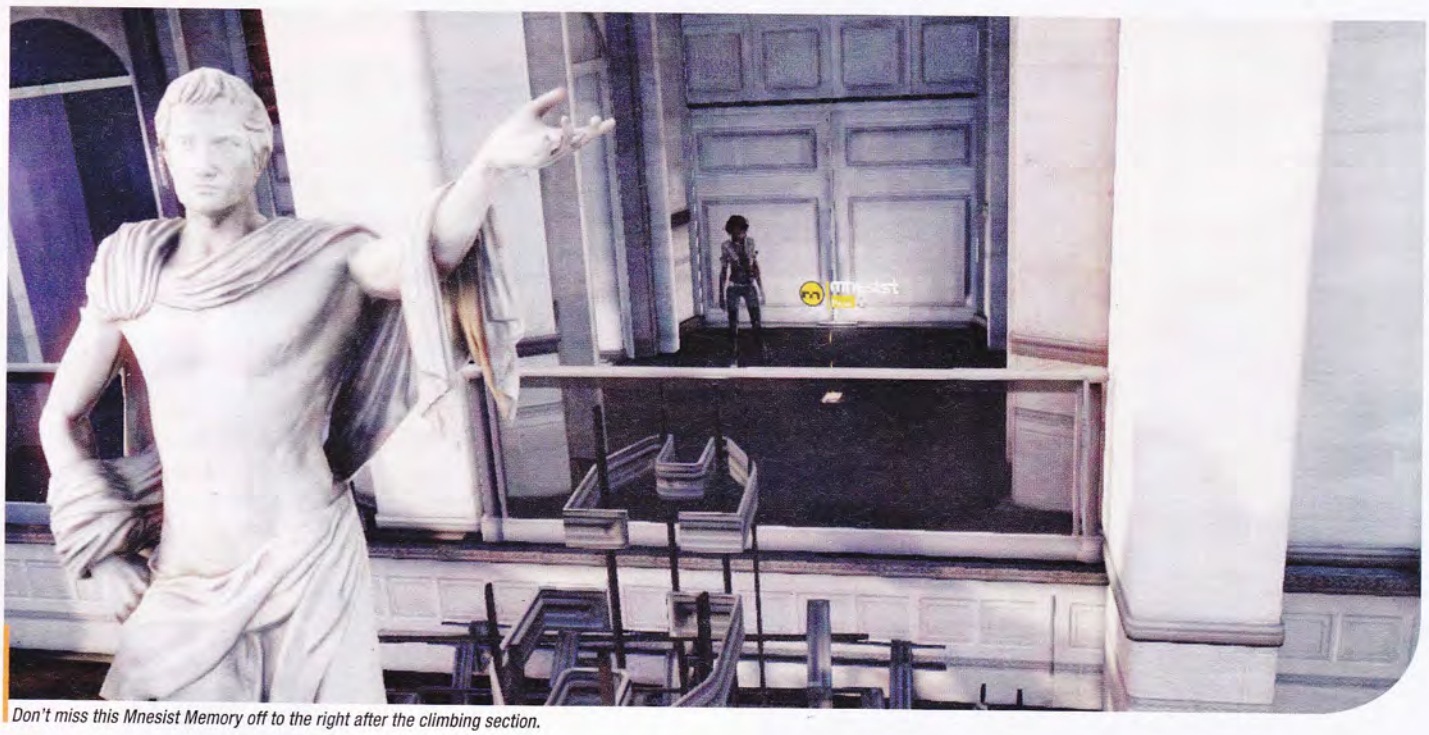




Leap onto the billboard when the first panels turn blue, then wait on the fourth inactive panel before continuing across very quickly.



Climb the pole all the way to the top and go up and over the glass railing near the statue. Enter the alcove on the right to find the **Mnesist Memory** that can't be seen from outside before continuing any further—this collectible is invisible from the original camera angle, but will be clear when Nilin take a few steps to the right.



Don't miss this Mnesist Memory off to the right after the climbing section.

Enter the maintenance corridor and put the SAT Hatch to use—make sure Nilin's health is topped off before continuing. Exit to the Rooftop Landing area and immediately locate the **Focus Boost** on the right as soon as you exit the corridor, before stepping out onto the center of the roof.

KID X-MAS

KID X-MAS VITALS*

Max HP	Phase 1	Phase 2	Phase 3	PMP Bonus
5000	100% to 80% HP	80% to 50% HP	50% to 6% HP	+1000

Based on Errorist Agent difficulty.

RECOMMENDED PRESSEN COMBOS

Combo	Pressens	Damage	Regen	Cooldown
3-Hit	P, P, P	125	0	0
5-Hit	K, P, K, P, K	135	9	27

PHASE 1

Kid X-Mas is far too big and muscular for Nilin's standard attacks—the only way she can truly hurt him is with the use of Sensen Fury. Kid X-Mas' guard provides 99% damage reduction against normal attacks, but only 50% reduction against Sensen Fury. That is, unless she successfully avoids his Dash Attack, leaving him briefly vulnerable to her standard Pressens.

Get in close to Kid X-Mas and attack with the 3-hit Combo to build Focus and ready the Sensen Fury for use. The effects of the Pressens used in the combo work even if Kid X-Mas guards against the damage. But keep in mind that Kid X-Mas fights back. He has three different punch attacks that Nilin must dodge, else suffer moderate damage and be knocked aside.



Kid X-Mas randomly unleashes his powerful Dash Attack during the first phase of the battle—his health gauge is divided into three segments, coinciding with the three phases of the battle. He becomes invincible and dashes towards Nilin in an attempt to slam into her. This attack deals heavy damage, knocks Nilin aside, and allows Kid X-Mas to taunt her. Dodge the attack by leaping over him as he dashes towards her. Kid X-Mas becomes dazed after hitting the barrier and is vulnerable to her Pressens.



Use Pressen attacks to build the Focus Gauge and unleash the Sensen Fury attack. Sensen Fury can break Kid X-Mas' guard and inflict considerable damage. This is the key to defeating him. It should only take a single Sensen Fury combo to end Phase 1.

PHASE 2

Kid X-Mas continues to use his standard punch attacks, guard, and Dash Attack during Phase 2, but now he also uses his Spammer. The Spammer is capable of firing projectiles at Nilin. It has three distinct shot patterns that fire in rapid fashion, but they can be avoided by running laterally out of the way.



The best way to avoid the Spammer is by staying close to Kid X-Mas—he only uses this weapon if Nilin gets several steps away from him. Stay close, dodge his attacks while using the 5-hit Combo outlined in the table above to keep her health topped off while rapidly reducing the cooldown time for Sensen Fury. Trigger Sensen Fury as soon as you can and immediately punch and kick your way to a combo of 10x or higher. Return to the 5-hit Combo to decrease the cooldown time and do it again. Continue to watch for the attack prompts and dodge up and over him to successfully evade any attempted Dash Attacks.

PHASE 3

Kid X-Mas doesn't use his Dash Attack anymore so the only way to damage him is with the use of the Sensen Fury S-Pressen. But that's not to suggest Kid X-Mas is only going to rely on his Spammer and punches. No, he now deploys proximity mine traps across the floor. These mines activate if Nilin enters the red-lit detection radius and then explode after a brief pause. Nilin has time to escape the blast radius if she's quick.



The number of proximity mines varies based on how much health Kid X-Mas still has remaining. He initially only deploys one proximity trap, but begins deploying two once he's fallen below 35% health. He increases this number to three proximity traps once he's below 20%.



As with the Spammer, the best way to avoid the proximity traps is to stick close to Kid X-Mas, pummel him with Cooldown Pressens to decrease the Sensen Fury cooldown, and then unleash the S-Pressen attack. Nilin has to do this at least two to three times to finally bring Kid X-Mas below his Critical Health Threshold (300 HP).

TERMINATION

Nilin receives the "Terminate" prompt once Kid X-Mas has been reduced to just 6% of his health. Approach the boss and press the Interact button to initiate the termination attack.

Kid X-Mas isn't going down without one final struggle. Follow the on-screen prompts to complete the attack and ensure a successful termination. Failure to complete the sequence causes Kid X-Mas to recover some fight and allows the battle to continue. The sequence is always as follows: Punch, Kick, Dodge. Press the corresponding buttons when prompted to defeat the boss for good.



FLOAT LIKE A BUTTERFLY

Unlock this reward by defeating Kid X-Mas in under five minutes without dying or having to use a checkpoint. The key to accomplishing this is to stay in close to him, avoid his Dash Attack, and use Regen and Cooldown Pressens as part of the 5-hit Combo to fuel the Sensen Fury S-Pressen.

Nilin helps herself to the **Spammer** Kid X-Mas left behind. This weapon can be used to shoot data bursts that stun and damage enemies and to also jam augmented-reality enabled devices such as the force-field barriers around the ring. Target each device with the Spammer Lock button then fire the Spammer at the target.



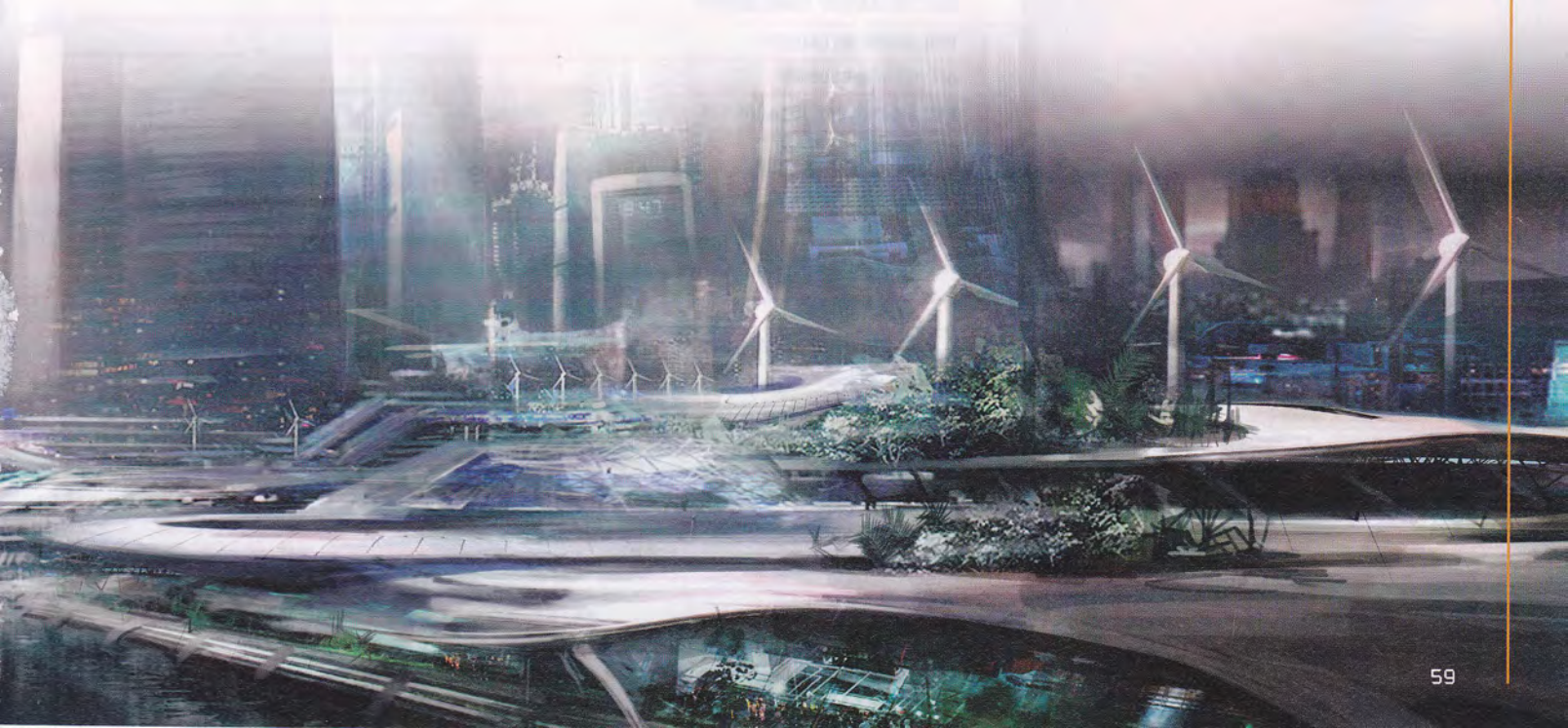
Shoot the three locks to disable the force-field barrier then use the Spammer to unlock the door.

CHRISTMAS IS OVER

You guided Nilin across Saint-Michel District to steal the data that Edge requested. Nilin had to go toe-to-toe with an old colleague in Kid X-Mas, but her memories are slowly coming back and, with them, so too are her abilities.




NO HUMANS ALLOWED
FALL HAZARD



03 HIGH TENSION/DEEP EXIT

Using the architect's codes I'd stolen, Edge sabotaged the Saint-Michel Dam, flooding the Comfortress. According to him, it was just deserts for those who only worried about their own comfort. Why did I do what he asked? I could have left the city...invented myself a new life somewhere else. But I wanted to come back to being public enemy number one. Was it part of who I am? Have we brought justice for the outcasts of Slum 404? Or have my actions condemned them to more suffering? Only a militant believes that the ends always justify the means...

Edge revealed to me that my memory had been conserved in the Fortress of the Bastille since my conviction. I have to go there and recover my true self. The only way to get into the Bastille is with the memories of Johnny Greenteeth—a "colorful" resident of Slum 404... The problem is that no one knows who he really is, or where he hides out.

HEIGHTS OF SLUM 404

SUNDAY, 17 > SEPTEMBER 2084 > 13:36

COLLECTIBLES

- SAT PATCHES 5
- FOCUS BOOSTS 2
- MNESIST MEMORIES 6
- SCARAMECHS 10

ABILITIES GAINED

- 6-HIT COMBO 6
- CHAIN PRESSEN
- SENSEN DOS S-PRESSEN
- JUNK BOLT

ENEMIES ENCOUNTERED

- PROWLER LEAPER
- SKINNER LEAPER
- STRANGLER LEAPER
- AV-78 ZORN

OBJECTIVES

- RETURN TO THE LEAKING BRAIN
- FEND OFF THE LEAPERS
- SEAL THE LEAPERS' TUNNEL QUICKLY
- FIND JOHNNY GREENTEETH
- GET OUT OF THE SUBWAY
- FIND THE ENTRANCE TO LA BASTILLE

RETURN TO THE LEAKING BRAIN

OBJECTIVE

Edge wants Nilin to return to the Leaking Brain so Tommy Headache can help her get into La Bastille. Tommy knows the way, but there was no sense in telling her until the lower levels of Slum 404 were drained.



"IF YOU SHUT THE DOOR TO ALL ERRORS, TRUTH WILL BE SHUT OUT."

– RABÎNDRANÂTH TAGORE



MARKETPLACE

Ascend the stairs to the market area and loop around the central island of stalls to the door near the Errorist Memory panel. Don't open the door yet! First, head down the path to the right and duck inside the alcove to find a **SAT Patch**. If you haven't missed any so far, this gives Nilin her second extra chunk in the health gauge.

Use the Spammer to shoot open the door and walk forward a few steps. You see that white shimmering object on the wall straight ahead? That's a Scaramech—a parasite that feeds on ambient memory transfers and yields +200 PMP when shot with the Spammer.

SCARAMECH >>>

The first Scaramech is just a few steps beyond the door you unlock with the Spammer. Most Scaramechs are much harder to locate, so take a moment to familiarize yourself with its signature noise.



Descend the flights of stairs to the restaurant and immediately turn right to face the "Bodywork & Paint" shop. There's a **Mnesist Memory** on the floor behind the security gate that Nilin can acquire through the fence.



Always check storefronts such as this one for collectibles that only appear to be out of reach.

Continue down the stairs until you see the man that looks curiously like the one named Bob, from the Leaking Brain. Follow after him to the Leapers at the bottom, where Nilin gains access to the 6-hit Combo. Depending on the Pressens you've previously unlocked, you may not be able to fill that sixth Kick slot just yet. If not, consider transferring the entire 5-hit Combo into the first five slots of the 6-hit Combo. Nilin reaches another Threshold soon enough and unlocks another Pressen.



Transfer the Pressens from the 5-hit Combo to the new 6-hit Combo, then add a Kick Pressen if available.

Defeat the two Prowler Leapers at the base of the stairs using your Power Pressens, Spammer, and other Pressens. Nilin gets a small PMP bonus for landing 6-hit Combos, so try to do so if you can. Turn to face the stairs after the fight and locate the **SAT Patch** in the alcove to the left.

Shoot open the gate after the fight and continue along the alley to the live wire blocking the path. Shoot the door shutter control beyond the wire then slip through the pawn shop on the right to bypass the hazard.



Use the Spammer to open the door in the distance so you can cut through the pawn shop.

Round the corner to the final set of stairs leading down to the red light district in the lower section of the marketplace.

SCARAMECH >>>

Don't descend the stairs to the red light district until you get this Scaramech. Head left of the stairs and use the Spammer to open the shuttered windows on the right. Quickly shoot the revealed Scaramech before the shutters close again.



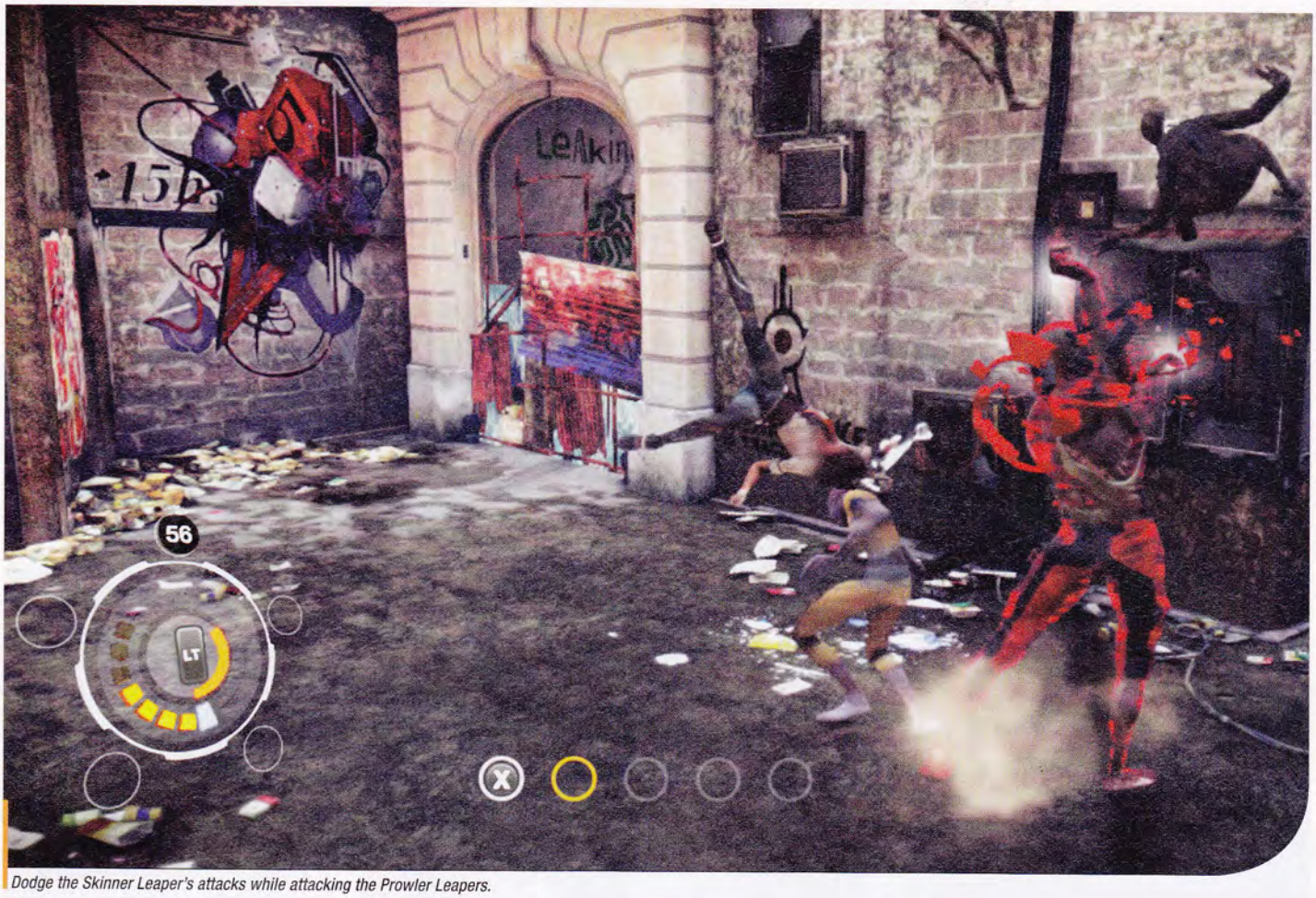
Continue down the final stairs to the red light district and loop around to the left, through the tunnel. Ignore the sound of a nearby Scaramech for now, as it's out of reach. Enter the large clearing where a Skinner Leaper and multiple Prowler Leapers are set to attack.

Use the Spammer to shoot the Prowler Leapers off the walls while avoiding the Skinner Leaper. Remember that you must defeat the Prowler Leapers before you can land any standard Pressen attacks on the Skinner Leaper (he is vulnerable to Sensen Fury attacks, however).



Use the Spammer to shoot Prowler Leapers off the walls before they attack.

Use your combos and Sensen Fury to take out the Prowler Leapers on the ground. Switch to your 3-hit Combo full of Power Pressens to take out the Skinner Leaper, as only they can break his defensive guard. The Skinner Leaper can be defeated with the Sensen Fury S-Pressen before the Prowler Leapers are destroyed, but since they provide the boost to him, it's often easier to simply eliminate the lesser enemies first.



Dodge the Skinner Leaper's attacks while attacking the Prowler Leapers.

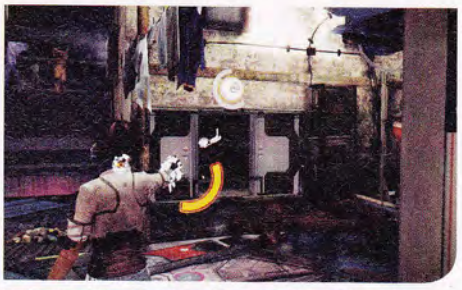
With the fight won, it's time to climb! Shoot the two shutter controls to provide Nilin with something to climb on. Grab hold and start the ascent. Vault over the sign and leap to the metal rail beyond it. Traverse to the right, but don't leap to the roof of the café just yet. Instead, go higher. Leap across to the upper rail and head left, back towards the tunnel where you heard the Scaramech sound. Leap back across and slide down the pipe on the upper platform overlooking where you fought the Skinner Leaper. There's a **SAT Patch** in the back corner of this upper platform.



Traverse the upper rail towards the Café sign then head left down the alley to find two collectibles.

SCARAMECH >>>

Follow the directions to the SAT Patch in order to reach the platform above the tunnel you came through earlier. The Scaramech sound you heard is located behind a panel near the hanging laundry. Shoot it open, then rapidly target the Scaramech before the window closes.

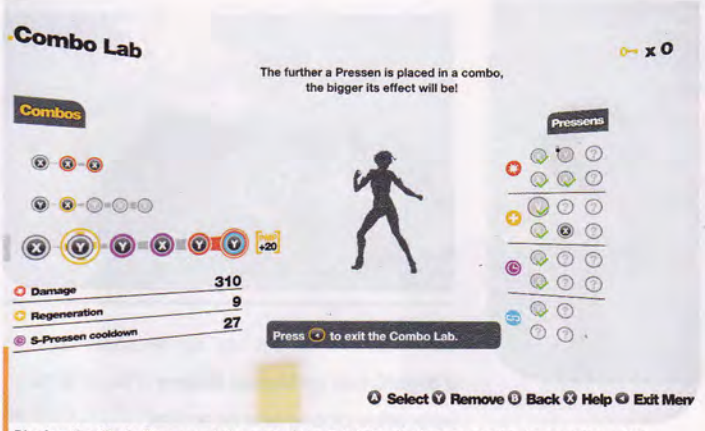


Vault up and over the large "Jax" sign beyond the roof of the café. Grab the **Mnesist Memory** to the left of the ladder before climbing up to the terraces.



Run and leap across the corrugated roofing to the Prowler Leapers near a Focus Boost. The Focus Boost was just a decoy—it's been moved to another area and Nilin can't get it until she defeats more than a half-dozen Prowler Leapers and a Skinner Leaper. Fortunately, during this fight Nilin learns the fourth and final type of Pressen: Chain Pressens. Chain Pressens expand the effects of the Pressens placed before them.

Use the Spammer to keep the Prowlers off the walls and use the new Chain Pressen to cap the 6-hit Combo. If placed right after a Power Pressen, you can turn the 5-hit Combo that dealt 125 Damage to a 6-hit Combo dealing 310 damage while maintaining the nine Regen and 27 Cooldown ratings from before. Stay on the move to avoid the Skinner Leaper and those on the walls and try to inflict as many 6-hit Combos as you can to gain the PMP boost.



Placing the Chain Pressen at the end of the 6-hit Combo increases the damage from 125 to 310!



Keep away from the Skinner Leaper so you can start inflicting 6-hit Combos on the others.

MIX'EM ALL

Unlocking the Chain Pressen now gives Nilin all four Pressen types. Install at least one of each Pressen type into a 5-hit or 6-hit Combo and use it at least 10 times in combat to unlock this Achievement/Trophy.

The Focus Boost you saw at the start of the fight was moved by a Leaper to a nearby platform. After the fight, shoot the ladder control with the Spammer and climb up. Leap across to the ledge on the left and work your way around the protruding machinery to the platform with a ladder leading down. Descend this ladder to find a **Focus Boost**.



Climb around the side of this machinery to the ladder on the left and descend it to find a Focus Boost.

Run and leap to the horizontal pole so Nilin can swing across to the corridor beyond. Use the SAT Hatch on the left to recover lost health, then shoot the door control to head inside.

SCARAMECH > > >

This Scaramech is on the fans directly in front of Nilin as she enters the utility room.



Tommy contacts Nilin as she nears the crash site, saying that he knows where Johnny Greenteeth is. He's the bogeyman of Slum 404 and knows how to navigate the secret passages beneath La Bastille. His memory is the key to entering the fortress—Nilin's going to have to steal it!

Descend the stairs and turn to the left to find a **Mnesist Memory** on the bed in the makeshift home. Shoot the crane control to rotate it out of the way then leap across and continue round the corner, past the SAT Hatch, to the three large panels in the distance. Shoot the control above the panels to raise them so Nilin can leap across.



Power on the crane so it can rotate the crates out of the way.

SCARAMECH > > >

It's easy to miss this Scaramech in your hurry to leap across the gap, but it's right out in the open on the underside of the central panel.





Jump across and make your way through the dark, twisting warehouse via the floodlights. There's a creature—a new type of Prowler—seemingly taunting Nilin at every turn but the lights keep it away. Continue shooting the floodlights as you go, then climb the ladders to daylight. Shoot open the door to the right and enter the room, ready for a fight.

Three Strangler Leapers attack as soon as Nilin enters the locked room. Quickly shoot the floodlight lying on the floor to make them visible—their cloaking abilities are disabled in the light—and unleash a combo or Sensen Fury attack on them. They're weak and can be killed easily in the light.



Strangler Leapers are no different than Prowler Leapers once you shine the light on them.

Run and leap across the outdoor terraces to the fencing to the left of the Memorize advertisement, but only while the audio is starting to play. The mesh fencing is electrified and short-circuits halfway through the advertisement. Climb through the alley to the left, back and forth, in accordance with the Sensen prompts, until Nilin falls into a cargo loading area below.

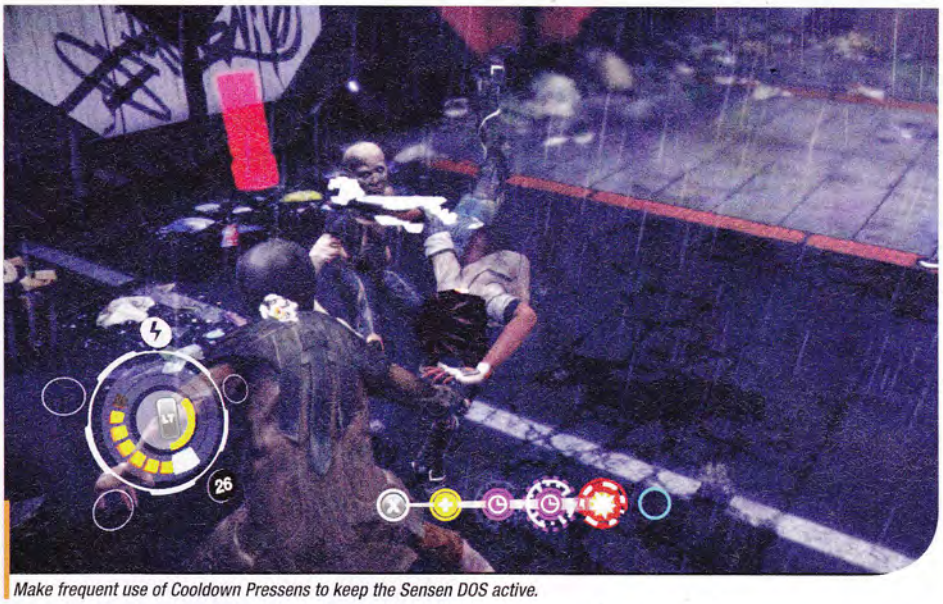


Climb this fence quickly before the advertisement short-circuits and causes Nilin to fall.

Use the Spammer to shoot the door open and step outside into the rain. Note the "locking bar" that can be shot on the container on the left. Shoot it, but also make sure to grab the **Mnesist Memory** directly beyond it, opposite from where you just entered. Climb the green locking bar to scale the container blocking Nilin's path.

Shoot the panels covering the monitoring platform control to reveal two Strangler Leapers. Repeatedly target the floodlight control on the right to keep the light on the enemies as you take them out. Unfortunately, another wave of Strangler Leapers attacks, but not before one cuts the wires to the floodlight. This desperate situation forces Nilin to remember her Sensen DOS S-Pressen. It shuts down all Sensens in the area, stuns most enemies, and reveals invisible ones.

Follow the on-screen prompts and activate the Sensen DOS S-Pressen to stun the two Strangler Leapers. Beat them senseless with your 6-hit Combo. Three Prowler Leapers attack next; take them out with a combination of Pressen attacks while the Sensen DOS cools down.



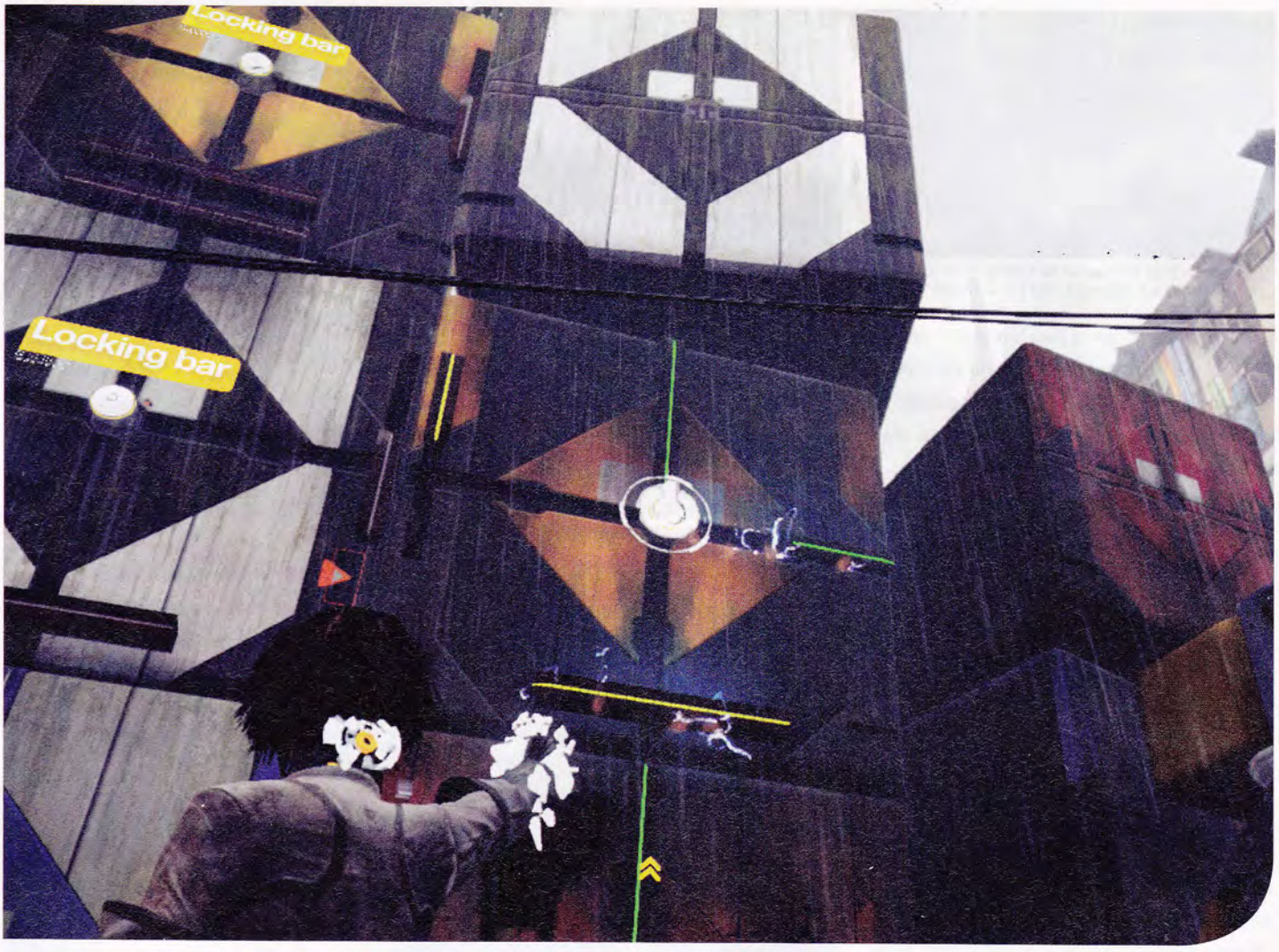
Make frequent use of Cooldown Pressens to keep the Sensen DOS active.

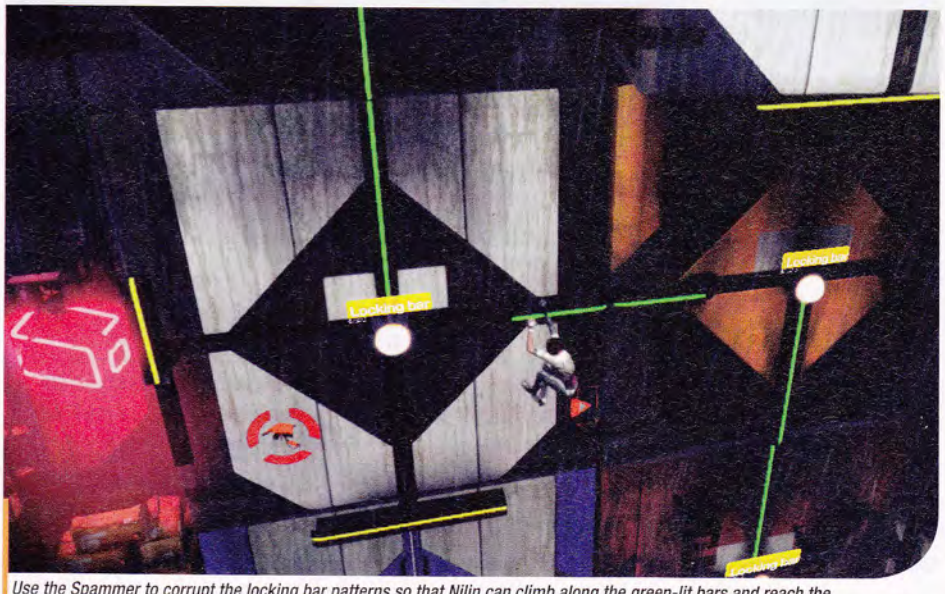
With the enemies defeated, it's time for a puzzle involving the green locking bars on the containers. Press the button below the large fan to lower the Monitoring Platform into position. This controls the locking bars on the containers to the right, beneath the ladder you need to reach. Climb the green-lit bars on the left and leap across to the platform to enable the locking bars. Carefully climb down and approach the green bars on the containers to the right.



Lower the monitoring platform and press the button on it to activate the locking bars on the wall of containers.

The locking bars aren't in a pattern that allows Nilin to climb them, so Nilin needs to use the Spammer to "corrupt" the patterns. Starting from the bottom center, shoot the control to the right once, the one above it once, the one to the left of it twice, and the one in the upper middle three times. Now Nilin can climb the bars, leap to the ladder, and pass through the tunnel near the SAT Hatch to enter the air circulation corridor.



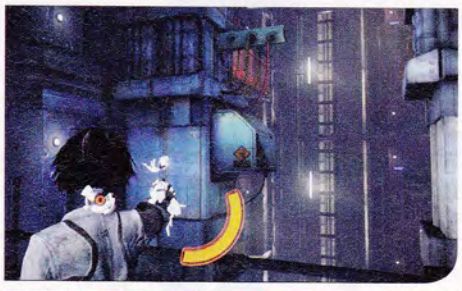


Use the Spammer to corrupt the locking bar patterns so that Nilin can climb along the green-lit bars and reach the upper platform.

Run and leap across to the red beam and follow these red-painted ledges to the left, towards the large turbine in the distance. Make your way across to the left and up the ladder. Spam the turbine control to stop the blades, then leap through the fan to exit the corridor to the Slum 404 exterior, near the rear entrance to the Leaking Brain.

SCARAMECH >>>

Make your way through the dam to the ladder leading up the large turbine fan. Turn around after climbing the ladder to spot this Scaramech on the structure behind Nilin.





Approach the large billboard for the Leaking Brain and locate the ledge to the left. Climb up to find this SAT Patch.

Before heading to the Leaking Brain, approach the large billboard and climb up the ledge to the left to grab a SAT Patch. After grabbing it, shoot the control and go inside to slip through the back entrance to the Leaking Brain. Climb the rail and help Tommy fend off the Prowler Leapers. Use your 6-hit Combo attack to take them out while filling your Focus Gauge and making sure both S-Pressens are available. There are only two Prowler Leapers to start with, but many more are coming.

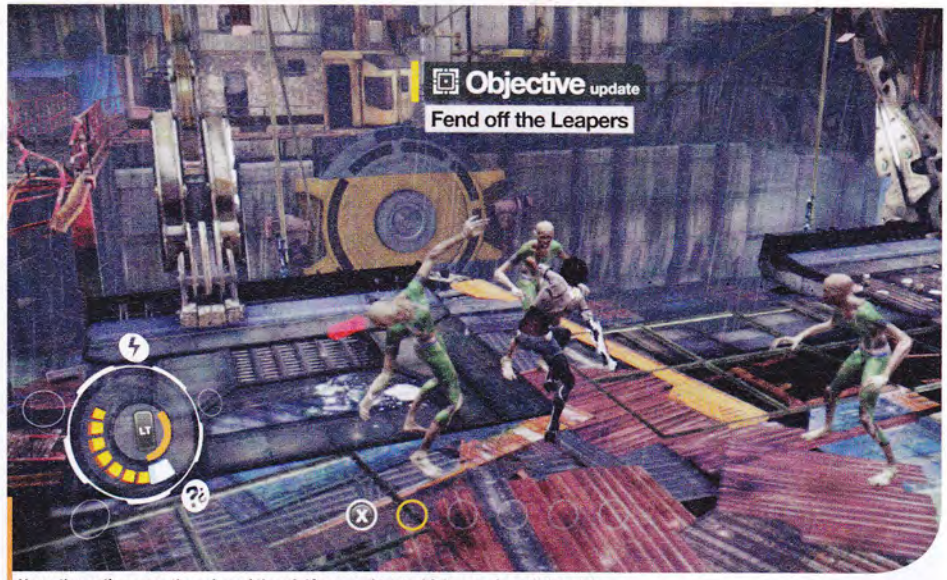
FEND OFF THE LEAPERS

OBJECTIVE

Tommy has something special cooking for Nilin, but he needs a little more time to finish it. Hold off the Leapers while he works on it.

Many Prowler leapers are set to attack. Head out near the edge of the platform in front of the bar and use your combos and Sensen Fury to knock as many of them off the platform as possible. This is a great spot to knock enemies to their death and make progress on the "Lord of the Ring" Achievement/Trophy.





Keep the action near the edge of the platform and try to kick enemies off the side.

Approach Tommy after the last of this wave of Prowler Leapers has been killed. He gives Nilin the Junk Bolt upgrade for the Spammer. This upgrade not only packs tremendous punch, but it can be used to destroy structural weaknesses in equipment or buildings as well. The only downside to using the Junk Bolt is that one shot completely drains the Spammer Gauge, so use it wisely.



The Junk Bolt upgrade grants the Spammer a secondary projectile.

SEAL THE LEAPERS' TUNNEL QUICKLY

OBJECTIVE

The Leapers are going to continue pouring out of that tunnel until it's sealed. Nilin must use the Junk Bolt to destroy the apparatus holding it open before the Leapers overrun the Leaking Brain.

Use the new Junk Bolt shot on the winch in the center of the platform to begin lowering the tunnel door. Doing so causes two counterweights to rise into position. These must be shot with the Junk Bolt as well, but many more Leapers are coming. Nilin has 45 seconds to seal that tunnel or she, Tommy, and the rest of Slum 404 will be completely overrun by Leapers! The Junk Bolt takes time to recharge—don't use the Spammer while waiting for it to recharge.

Ignore the first wave of Leapers climbing up and keep the Spammer locked on either of the cables for the counterweights. Shoot it with a Junk Bolt as soon as the gauge is full. Use combos (or trigger the Sensen Fury S-Pressen) to beat back the Prowler Leapers while you wait for the Spammer Gauge to replenish. Do not use the Spammer, as this drains the meter. Watch for it to fill, leap over the Prowlers, and shoot the other cable. Finish off the Prowler Leapers and return to Tommy.



Target the cable as soon as the Spammer Gauge fills, as represented by the orange inner meter on the HUD.

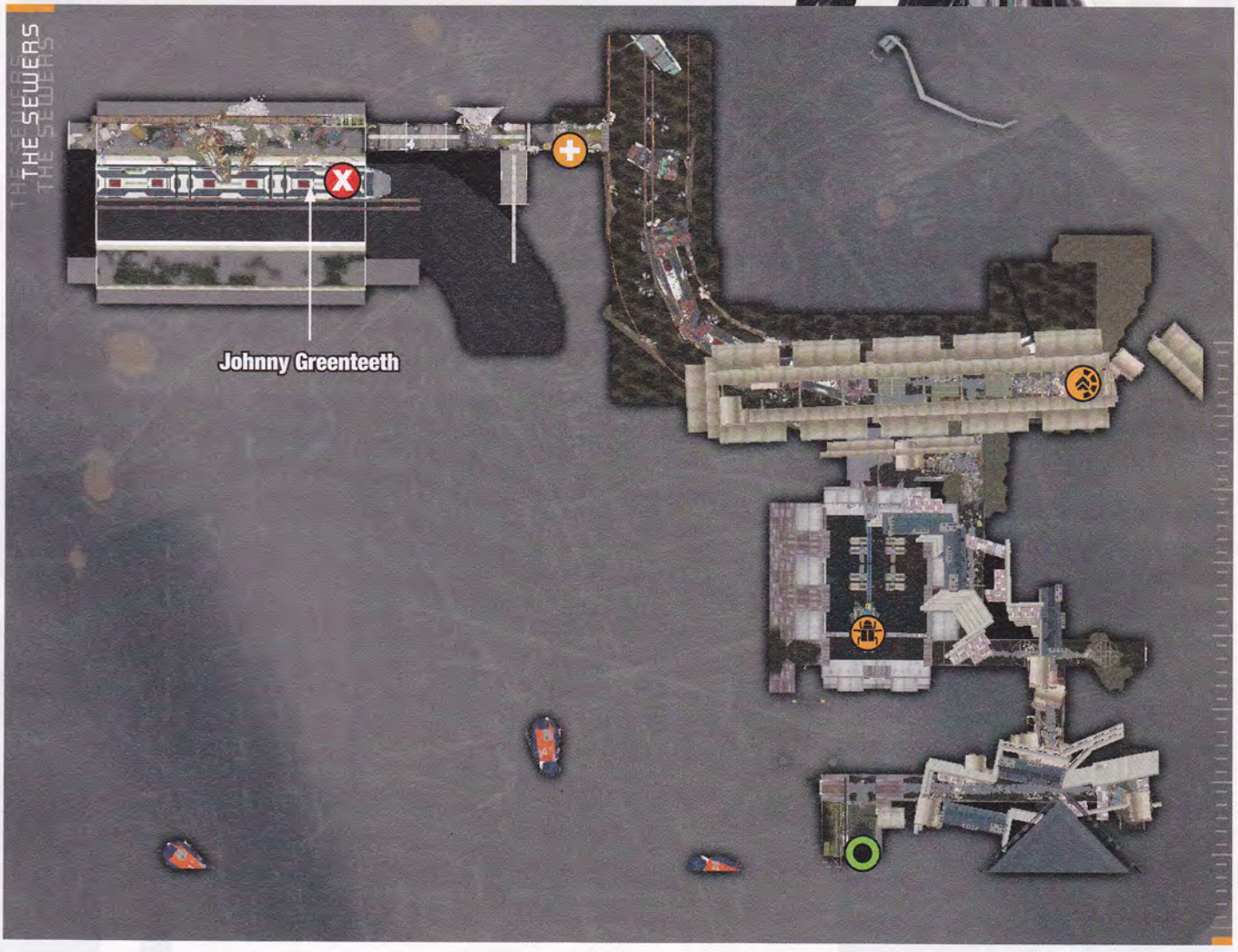
FIND JOHNNY GREENTEETH

OBJECTIVE

Only Johnny Greenteeth knows the secret entrance to La Bastille. And the only way to find Johnny is by risking a trip through the sewers.



THE SEWERS



Tommy points Nilin in the direction of an alternate sewer entrance. Use the Junk Bolt to blow a hole in the metal grating and follow the dripping, rat-infested sewer around the bends as Bad Request reaches out to provide an update. There's only one way to go in the sewer as all of the optional routes quickly terminate in a dead-end.

SCARAMECH >>>

Nilin soon comes to three grated tunnels to her left. You may spot an unreachable Scaramech on some machinery beyond the first grate. Advance to the third grate and shoot the movement controls with the Spammer to slide the entire apparatus closer. Now return to the first grate and shoot the Scaramech. If you reach the dip in the tunnel where the "????" graffiti is located, you went too far.





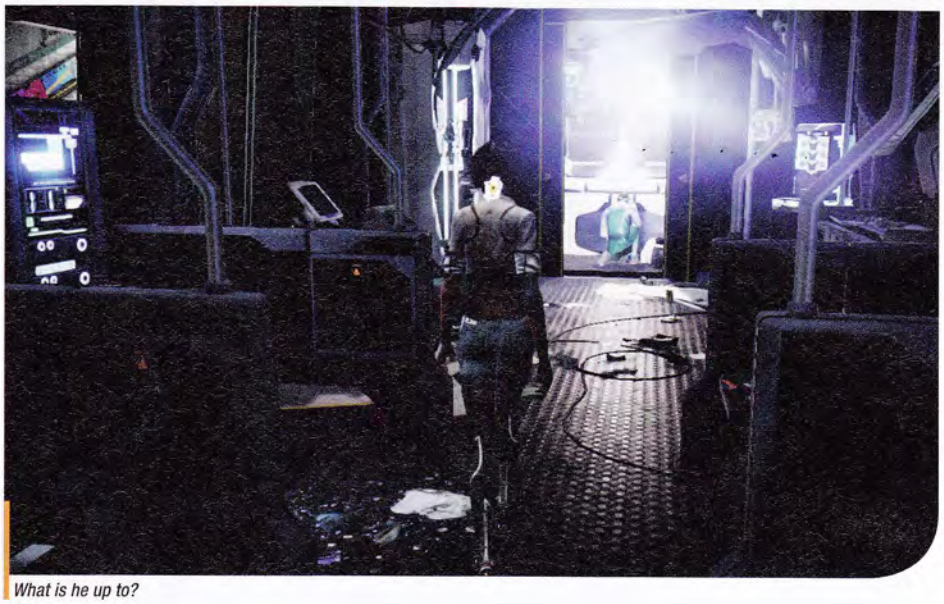
Continue down the tunnel to the T-intersection with the "????" painted on the wall and head to the right to find the **Focus Boost** shown in the Errorist Memory left earlier. Return the way you came and continue to the left.

Drop down into the flooded tunnel and beat a path past the Leapers while being careful to stay on the submerged train cars. Try to isolate the Prowler Leapers and use 6-hit Combos for the extra PMP the lengthier Combos award. Traverse the ledge on the right to reach the next floating platform and fire a Junk Bolt at the structural weakness to open a passage to the metro tunnel.



If you're concerned about fighting on such a narrow surface, a single Junk Bolt will defeat a Prowler Leaper.

Run along the metro platform to the far end and board the abandoned train. It should come as no surprise to hear the door suddenly lock behind Nilin. Advance up the aisle to find Johnny Greenteeth who transforms into a rare variety of Leaper. Stand your ground as Johnny Greenteeth approaches, for he'll simply disappear once he gets close.



What is he up to?

GET TO THE CABIN

OBJECTIVE

Johnny put the train in motion! Nilin must make her way through the cabins of the train to reach the emergency brake control.

Open the door to the next cabin and defeat the two Prowler Leapers that attack. Shoot open the next door to find even more Prowler Leapers and also Johnny Greenteeth trying to pry open the door from the cabin beyond it. Use the Junk Bolt to shoot either of the structural weakness points flanking the door, then fend off the Leapers while the Spammer Gauge recharges. Fire the Junk Bolt at the other weakness point to slam the door on Johnny Greenteeth, effectively trapping him in place. Finish off the Leapers in the cabin then approach the trapped Johnny Greenteeth and steal his memory.



Shoot both Structural Weakness points before the timer runs out and Johnny Greenteeth attacks.



With the doors stuck on his head, Nilin can safely steal his memory.

GET OUT OF THE SUBWAY

OBJECTIVE

Nilin somehow manages to survive the train crash, but she's still deep underground and needs to escape. Guide her out of the metro tunnels.

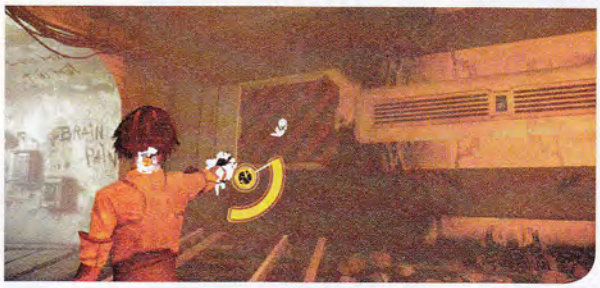


COLLAPSED METRO STATION



SCARAMECH >>>

This next Scaramech is on the wall at the end of the train tracks, just beyond the crash site. Shoot it before entering the tunnel on the left.



Step away from the fire and proceed through the exit to the SAT Hatch. Listen to Edge's advice as you lead Nilin through the metro station. Pick up the **Mnesist Memory** straight ahead, just beyond the stairs on the left.

Descend the stairs to the heart of the collapsed station and climb the ladder in the distance. Leap backwards to the suspended overhead platform and double-back the way you came to descend via an upturned metro car.



Climb the ladder near the fire in the corner of the station and return the way you came, overhead.

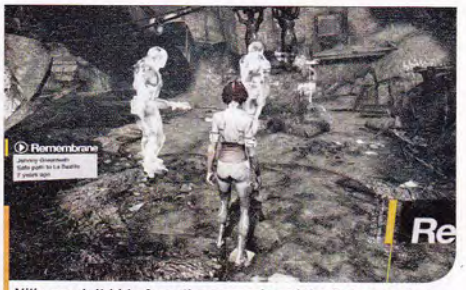
SCARAMECH >>>

Descend through the angled train car to the other side of the station and find the ledge to climb up on the left. After climbing onto the platform, immediately turn to the right and locate the Scaramech in a crashed metro car off to the side.



Nilin is attacked by a Skinner Leaper and multiple Prowlers as she ducks under the gate up ahead. Use the Sensen DOS S-Pressen to render the Skinner Leaper vulnerable to all manner of attacks. The Sensen DOS yields enough time for Nilin to hit him with two 6-hit Combos and defeat him before having to contend with any of the Prowler Leapers! This battle could get you another Pressen Key if you've been performing well and finding all of the Scaramechs.

Vault over the railing and descend the stairs to the first of several Remembranes. It's time to put Johnny Greenteeth's memories to use in finding the hidden entrance to La Bastille. The first Remembrane simply allows you to overhear two Enforcers talking about the numerous landmines scattered about this area of the slums—consider this your warning to follow Johnny's digital image very closely.



Nilin needn't hide from the memories of the Enforcers, but she should heed their warning well.

Continue to the second Remembrane and follow the digitized memory of Johnny's path through the minefield. Be sure to pick up the **Mnesist Memory** on the right as you make your way along the safe route.



Step carefully around the mines to pick up this Mnesist Memory while watching the Remembrane play out.

FIND THE ENTRANCE TO LA BASTILLE

OBJECTIVE

The secret entrance to La Bastille can't be much further. Navigate the once-flooded buildings to find it.



Make your way to the ladder at the dead end and leap to the ledge on the right. Shimmy around the corner so that Nilin is directly over the Errorist Memory panel. Leap backwards off the wall to an out of view ledge. Climb up to find a well-hidden **SAT Patch**. Leap back to the ledge to the right of the ladder and traverse the side of the building to the right to a rooftop and scamper along ledges to finally reach a large ledge with some wooden pallets.



This SAT Patch is on an out of sight ledge above and to the left of the ladder.

SCARAMECH >>>

The final Scaramech in this area of Neo-Paris is on a rooftop directly ahead of Nilin as she climbs up onto the large platform.

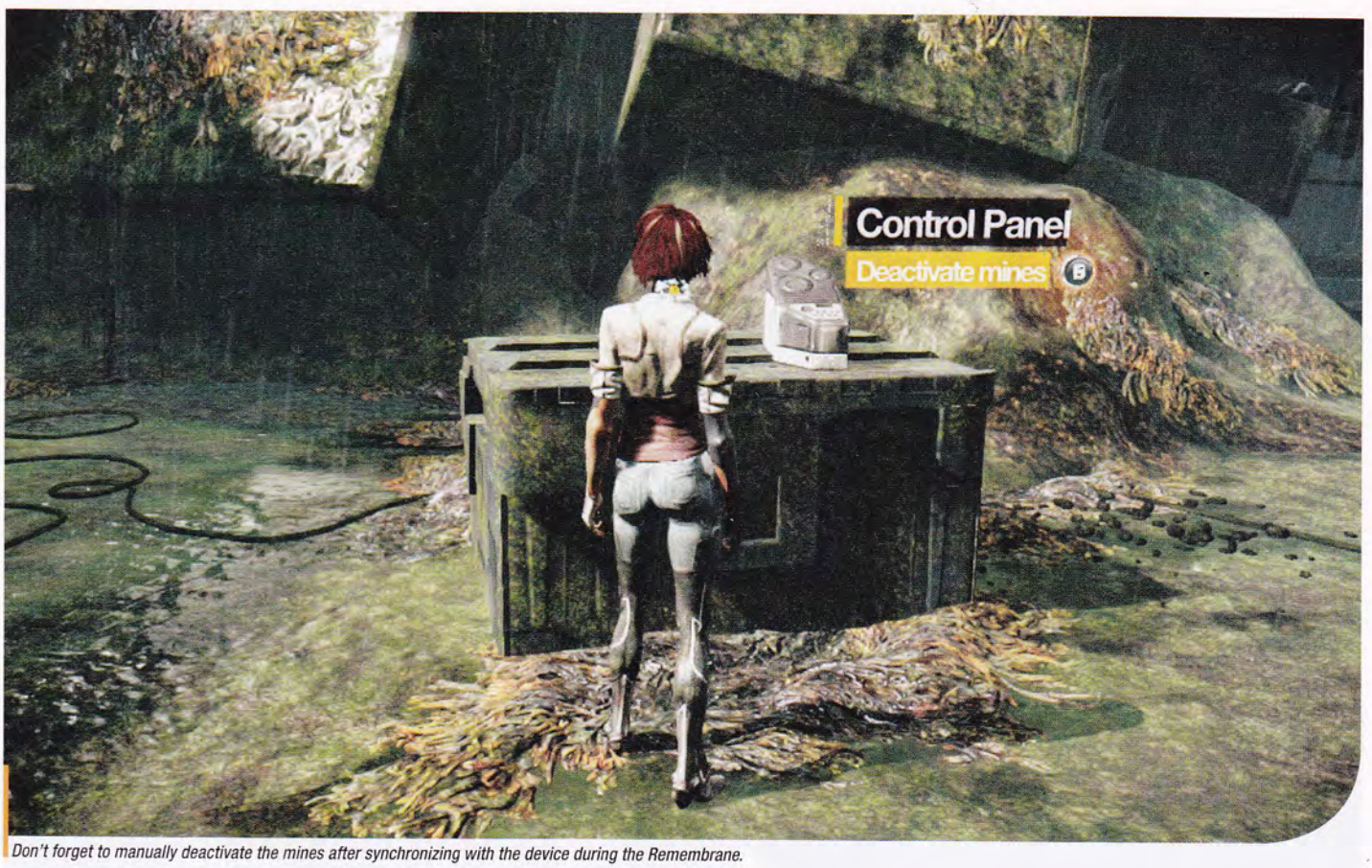


Leap to the pole and make the clockwise traversal around the side of the white and green building. Drop from the upper beam onto the corrugated metal panel so that Nilin can reach the final minefield. Carefully follow the Remembranes of Johnny Greenteeth through this complex minefield. The images flash on and off, so pay attention.

Nilin loses one chunk of health per mine she trips, but she's going to need that health in the fight to come. Use the last Remembrane to synchronize with the minefield controls then approach the device and press the button to deactivate the mines. Now Nilin can approach the manhole leading to the secret entrance without risk of explosion.



The safe path through the minefield zigzags to the dumpster on the left.



Don't forget to manually deactivate the mines after synchronizing with the device during the Remembrane.

Nilin can see the secret entrance to La Bastille—the manhole cover is right in front of her—but she has one final enemy to overcome first! The AV-78 Zorn is a massive robot that can only be damaged via the Spammer and Junk Bolt projectiles. The Zorn throws dumpsters at Nilin, punches her if she gets too near, and even unleashes a leaping punch attack that shakes the ground and can stun her if she's too close.

Nilin can use the Zorn's leaping ground-strike against it by weakening its robotic elbows so that the arm fails once it's stuck in the ground. Fire a Junk Bolt shot at the arm (only one is targetable at a time) as soon as the fight begins. Keep your distance and try to avoid any close-range attacks while watching for the Zorn to perform its leap attack. Immediately target the arm with the Spammer once it gets its hand stuck in the ground. The Zorn pulls so hard that it rips the arm right off.



A single Junk Bolt depletes half of the arm's health.

The Zorn attacks with the same plan and ferocity after losing its first arm. Nilin can neutralize this by using Sensen DOS to stun the robot. Now it is much easier to shoot with the Junk Bolt and Spammer. Dodge its leap attack and finish destroying the arm while it's stuck in the ground.

Once Nilin has destroyed both arms the Zorn has a structural weakpoint that can only be targeted after it unleashes its massive explosive blast. Stand back and watch as the Zorn curls forward to prepare its blast. Vault towards the Zorn as the blast erupts to ensure that Nilin leaps safely over the explosion. Immediately fire a single Junk Bolt at its core when prompted! This readies the Zorn for termination. Move in and press the Interact button when prompted. This triggers a short quick-time event. Be ready to press the buttons in the following order: Kick, Punch, Kick. This finishes off the Zorn. Approach the manhole cover to enter La Bastille Fortress.



Stay clear of the Zorn's leaping attack!

OUT OF THE FRIEND ZORN

Defeat the Zorn in under 120 seconds to unlock this bonus. Use a Junk Bolt and the Spammer to destroy its first arm. Quickly use a Sensen DOS attack to stun it after this so that you can weaken its second arm more easily. Vault the explosion on a single try and use the Junk Bolt to damage its core, then succeed on the termination on the first try.



JAIL BREAK-IN

With the dam's mountain of water released, many of the previously flooded areas of Slum 404 are now accessible. Nilin was able to navigate these forgotten areas and use the knowledge of a Leaper known as Johnny Greenteeth to find a secret entrance to the prison where she was once a prisoner.

04 PANOPTIC ICON

La Bastille Fortress—the most notorious prison in Europe. It's "patients" have their memories confiscated when they check in. These memories are returned when they have served their sentence. Unable to remember their previous lives, La Bastille's prisoners are convinced that there is nothing to escape to. This twisted penal system is directed by Madame, the ferocious governor of La Bastille. Absolute master of their minds, she is the only key to access the servers in their memory confinement center.

After my arrest, it was there that I was locked up with the other Errorists. Now Edge is sending me back, to liberate my comrades...and my confiscated memories! I have to admit, the prospect of returning there fills me with hope and dread in equal measure.

LA BASTILLE PRISON

SUNDAY, 17 > SEPTEMBER 2084 > 17:42

COLLECTIBLES

- SAT PATCHES (1)
- FOCUS BOOSTS (4)
- MNESIST MEMORIES (6)
- SCARAMECHS (10)

ABILITIES GAINED

- DRONE DETECTION MODULE
- LOGIC BOMB S-PRESSEN
- RUST IN PIECES S-PRESSEN
- 8-HIT COMBO (8)
- FORCE SPAMMER

ENEMIES ENCOUNTERED

- STRANGLER LEAPERS
- PRISON ENFORCER
- HEAVY PRISON ENFORCER
- AV-48S SERAPHIM
- AV-48S NEPHILIM

OBJECTIVES

- FIND MADAME
- STEAL VAUGHAN'S MEMORY
- FIND MADAME
- STEAL MADAME'S MEMORY
- GET TO LA BASTILLE'S MEMORY SERVERS
- RELEASE THE PRISONERS' MEMORIES

FIND MADAME

OBJECTIVE

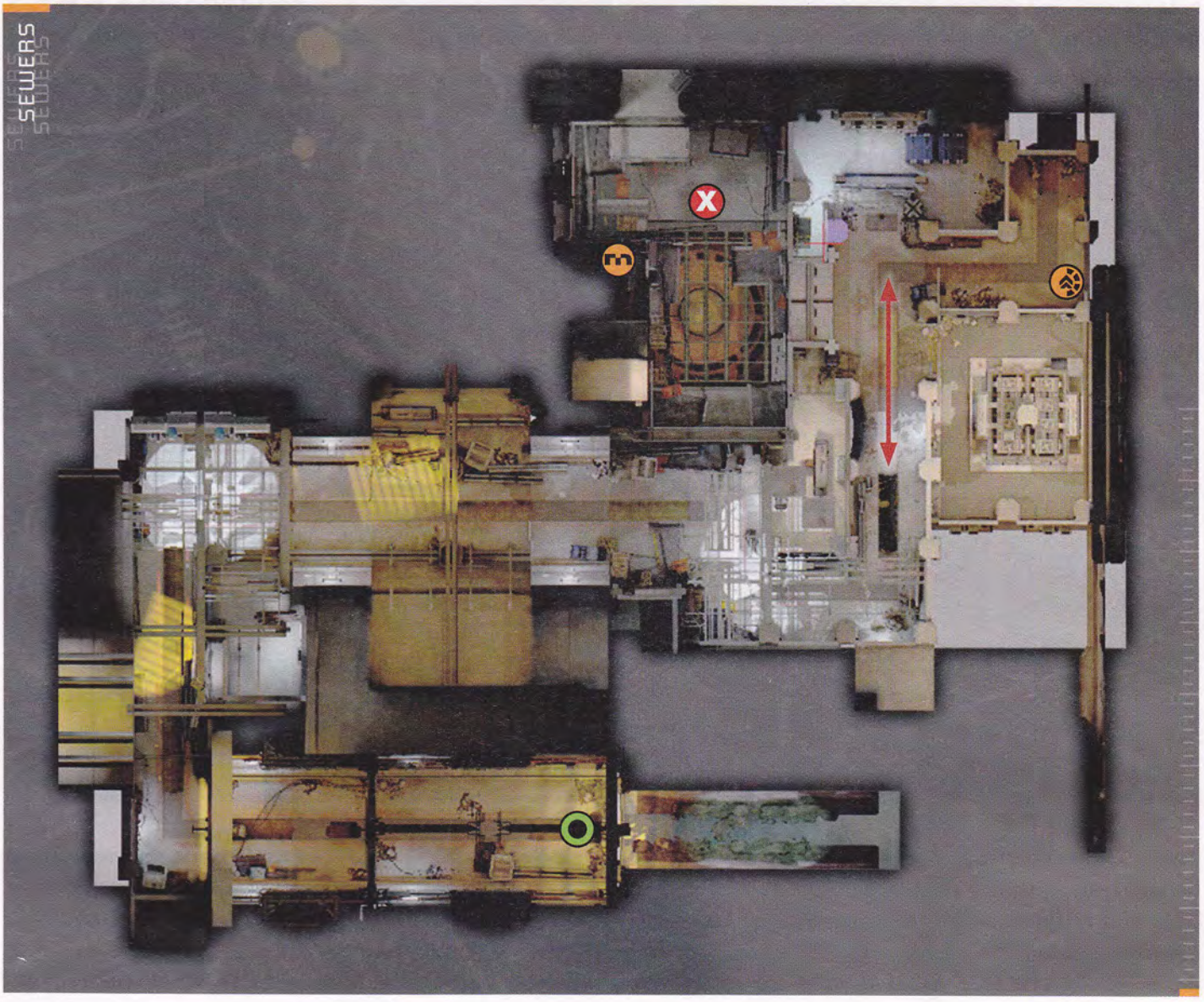
Edge needs Nilin to find Madame and steal the security codes so they can free the other Errorists—and their memories.

"THE SUFFERING OF BEING IMPRISONED RESTS IN THE FACT THAT IT IS IMPOSSIBLE, AT ANY TIME, TO ESCAPE FROM ONESELF."

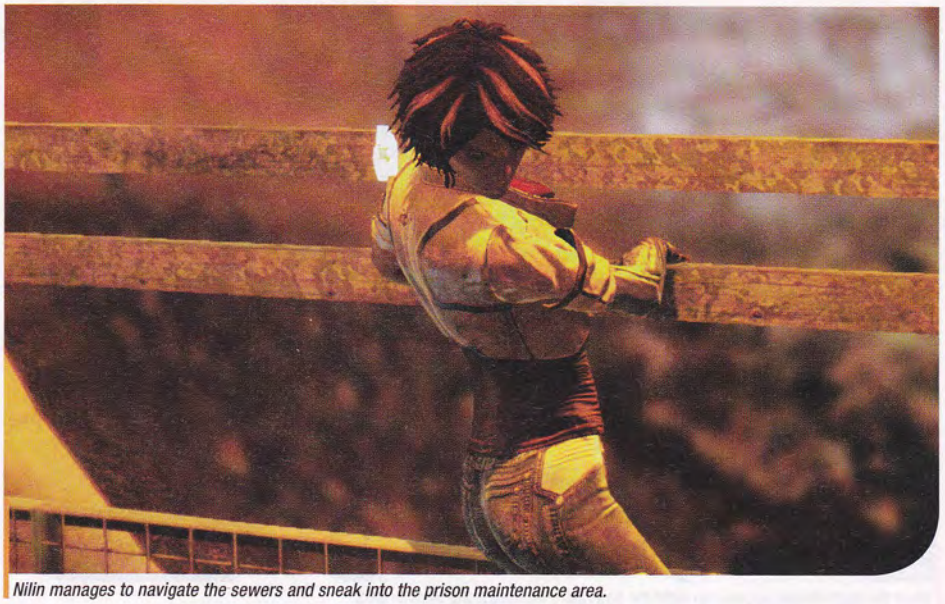
– KOBO ABE



PRISON MAINTENANCE



Climb over the gate and follow the red painted line on the ground as the path wraps around to the right to where the Drones are. Note the Errorist Memory panel on the right—Nilin needs to be on the lookout for a large "07" painted on the wall.



Nilin manages to navigate the sewers and sneak into the prison maintenance area.

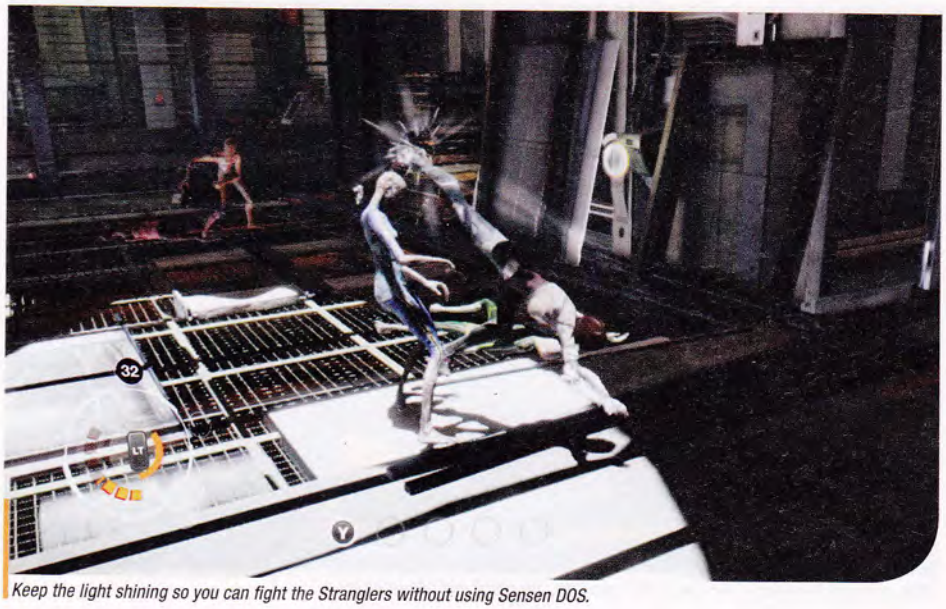


Unlike the Security Drones she encountered in the comfortress, the ones in the prison are fully operational. Nilin encounters the first patrolling Security Drone up ahead. Stand back, wait for it to turn around, then run ahead and duck into the alcove on the right to avoid detection. Watch the Drone go past, then sprint to the end of the hall and turn right to find the fifth **Focus Boost**. This gives Nilin an extra chunk in her Focus Gauge. Return to the alcove beside the Drone's path, wait for it to fly past, and then leap to the ledge near the "Construction Site" sign.



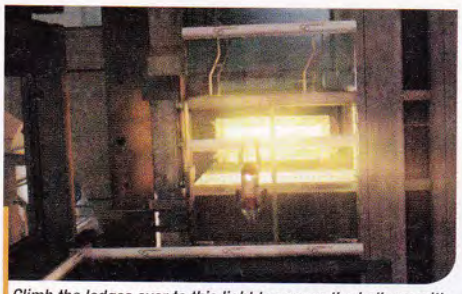
Collect the Focus Boost then wait in this alcove until it is safe to climb over the ledge across the hall.

Nilin is attacked by five or more Strangler Leapers just as she leaps over the railing. Quickly shoot the Turbine button with the Spammer to allow some light to shine in from above. The light only lasts for roughly six seconds so you have to shoot it frequently. Use your Sensen Fury S-Pressen and Regen Pressens to stay alive during this rather tricky fight. This is a good fight in which to make progress on the "Fiat Lux!" Achievement/Trophy by defeating Strangler Leapers without using the Sensen DOS S-Pressen. Keep your eyes peeled for Stranglers on the walls and try to shoot them down with the Spammer before they can leap onto Nilin.



Keep the light shining so you can fight the Stranglers without using Sensen DOS.

There's a well-hidden Mnesist Memory in this area that you should get before exiting. Turn and face the entrance to the arena where you fought the Strangler Leapers and climb onto the gray ledge to the right of it—the Sensen does not detect it as climbable. Traverse the perimeter of the room in a clockwise direction to the bright orange light and climb the multiple gray ledges to a narrow hallway. The **Mnesist Memory** is in the back corner. Return the way you came.



Climb the ledges over to this light to access the hallway with the Mnesist Memory.

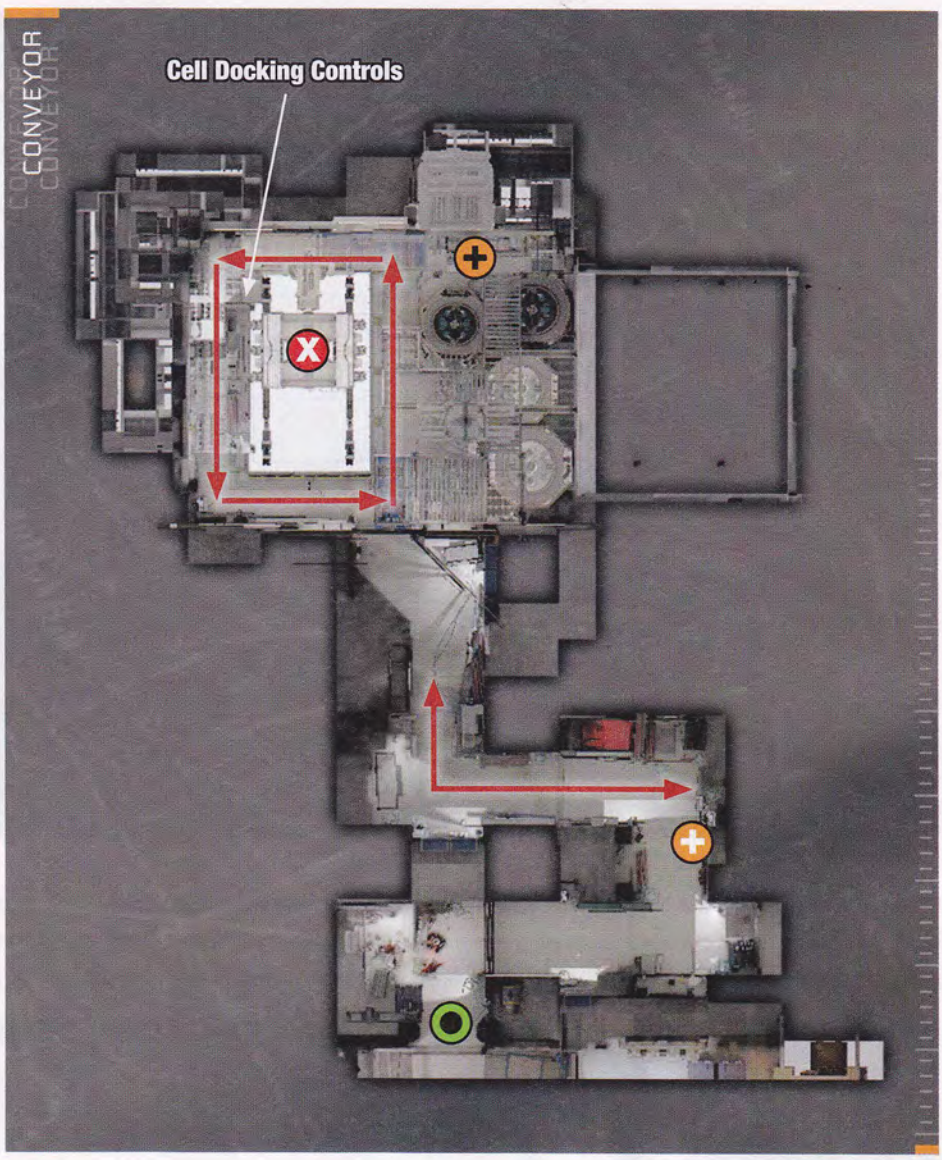
Around the corner from the Turbine button is a tall metal beam that Nilin can climb. Make your way up this beam to the upper ledge and circle around to a wide platform where Nilin can safely drop down.

Enter the storage room and take the Drone Detection Module, per Edge's direction. This allows you to see the detection cones of Security Drones. Proceed through the door and use the SAT Hatch around the corner to replenish Nilin's health. There's a Security Drone on a long patrol up ahead. Wait for it to approach, notice that its detection radius is now visible, then follow after it to the end of the hall. Step deep into the corner near the white jugs and allow the Drone to reach the end of its path and reverse direction. This allows Nilin to slip past it.

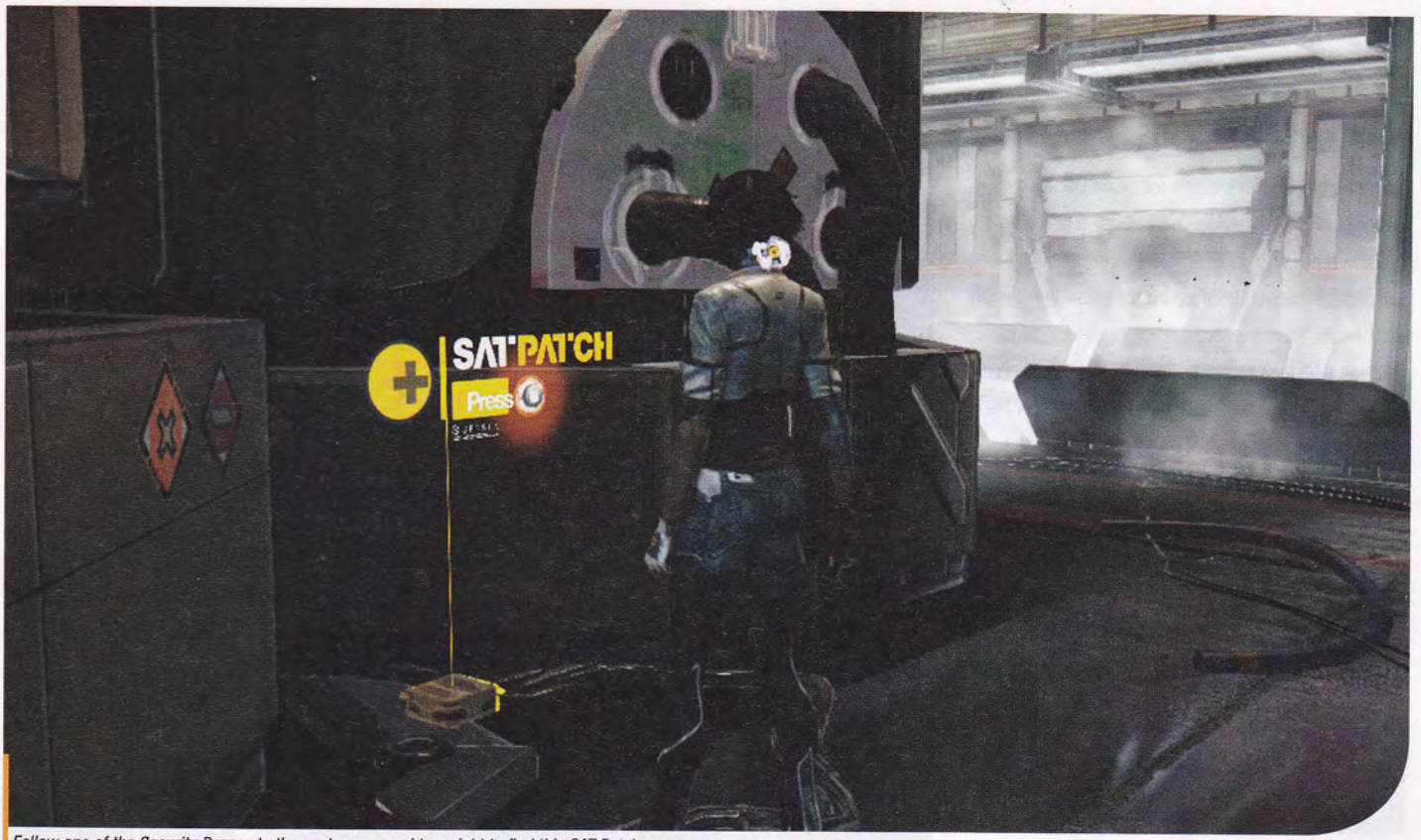


Stand in the corner and wait for the Security Drone to turn around and return in the other direction.

Continue to the walkway near the Errorist Memory and study the circling patrol of two Security Drones. The two Security Drones are always at opposite corners of the room from one another, two full lengths of the rectangular platform away. Do not head left! Instead, follow after one of the Security Drones and turn right to find this Episode's lone **SAT Patch**.







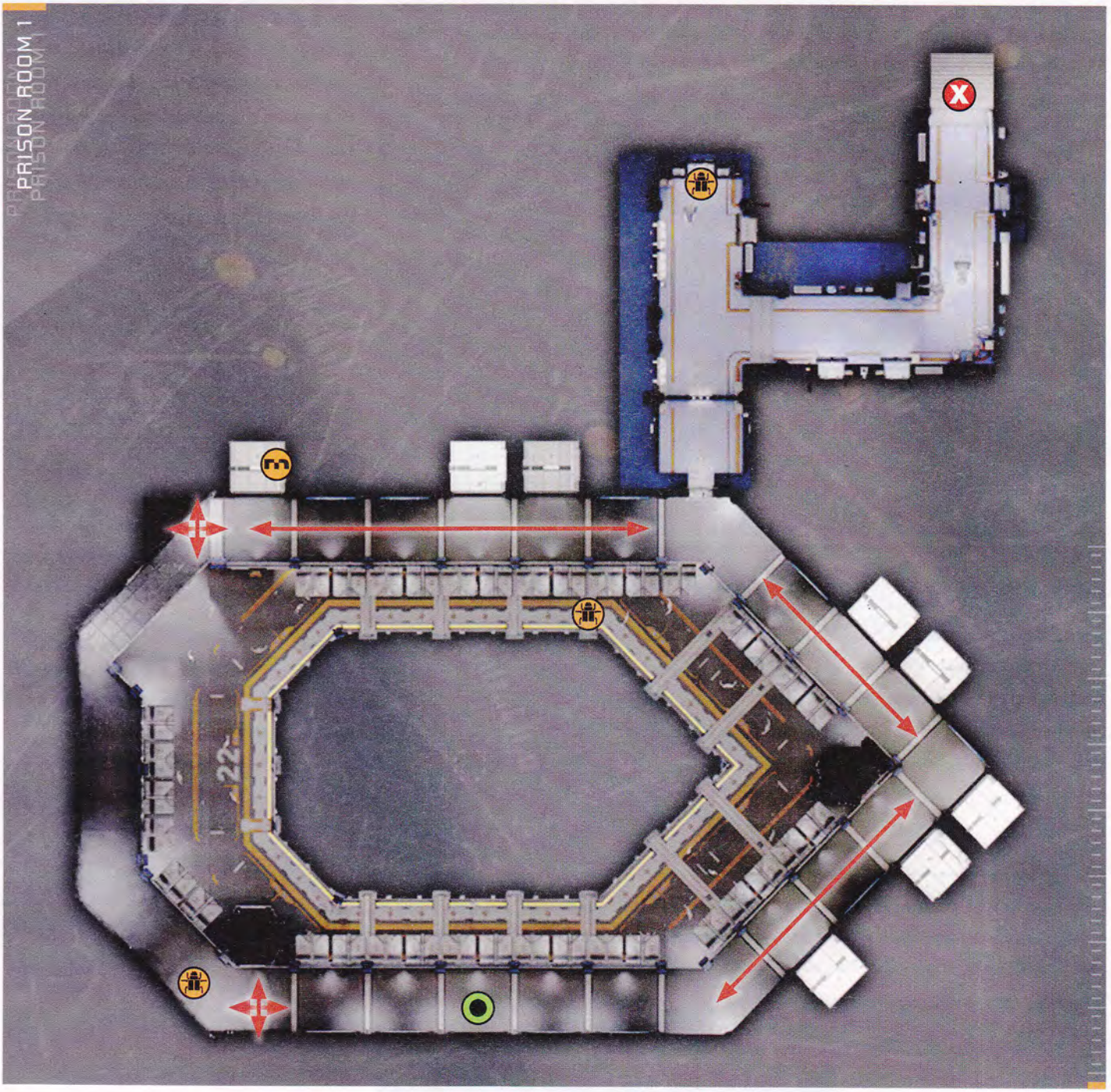
Follow one of the Security Drones to the next corner and turn right to find this SAT Patch.

Follow the Drone around the perimeter in a counter-clockwise direction to the ladder and quickly climb up before being detected. Leap back to the platform behind Nilin. Edge tells Nilin the only way she can infiltrate the prison from this area is by intercepting an empty cell and using it like an elevator. Climb up to the ledge on the left and make your way back around the upper portion of the room in a clockwise direction to the walkway above. Press the button to activate the cell docking. Descend the stairs to the white-lit cell and step inside.



Step into the light...

PRISON PROPER



Nilin's cell docks in the southwest corner of the 23rd floor of the cellblock. The floor is patrolled by two stationary and three moving Security Drones. The only way to reach the door to the prison corridor is by ducking inside the occasional open cell to evade the Security Drones as they prowl the hall back and forth.

SCARAMECH >>>

Immediately upon entering the prison, head left towards the stationary Security Drone. Get as close as you can to the detection cone without setting it off and target the Scaramech on the far wall beyond the Security Drone.



Head to the right-hand corner where a prisoner in distress cries out to Nilin. She's unable to help, at least not yet. Use the cells up ahead to get past the second Security Drone and make your way to the door in the distance, but don't open it yet! Not until you shoot the Scaramech below this spot and retrieve the **Mnesist Memory** from the last cell down the hall to the left. You have to move quickly and use the cells on the right to get past the Security Drone.



Their range may be greater than you expect, so never approach until you first identify where the Security Drones turn around.

SCARAMECH > > >

Take a few steps past the door leading out of the cellblock area and look over the railing to the floor below. There's a Scaramech on the railing one floor down.



Use the Spammer to shoot open the door to the administration corridors. Target the Scaramech straight ahead then turn right and make your way down the stairs. The server room directly in front of the stairs contains an Errorist Memory for a Focus Boost at the other side of this floor. There's no need to enter the server room since you have this guide.

SCARAMECH > > >

Go through the door to the admin corridors and walk to the end of the hall straight ahead, past the turn. There's a Scaramech on the ceiling near the news monitor.



SCARAMECH > > >

Follow after the first Security Drone beyond the bottom of the stairs and look for the Scaramech on the wall above the robotic floor sweeper. Shoot it quickly then back away before the Security Drone returns.



Don't go down the next set of stairs just yet! First press yourself up against the window to the server room on the left, beyond the red line on the floor, and wait for the second Security Drone to approach. It turns around right in this spot, leaving just enough space for Nilin to slip past it. This Security Drone's detection cone is as wide as the hallway so you truly must squeeze in against the wall, beyond the columns on the left, in order to get past it. Get the **Focus Boost** and return the way you came. Descend the stairs to the SAT Hatch and open the door.



The return trip isn't any easier—round the corner and duck in close to the wall to avoid detection!

STEAL VAUGHAN'S MEMORY

OBJECTIVE

Sgt. Vaughan is a bad, bad man, but Nilin is going to need to steal his memory if she's to free the Errorists.

ADMINISTRATION CORRIDORS

GABOR CORRIDORS LOCKERS

Enter the locker room at the end of the hall and attack Sgt. Vaughan and his fellow Prison Enforcers. Use the Sensen Fury S-Pressen and your Pressen combos to dispatch them quickly. Remember that Enforcers are susceptible to Memory Overloads, but it can be tricky to land so many Power Pressens on a single enemy when they are so numerous. It's best to continue with the mixed-use 6-hit Combo to rapidly cooldown the Sensen Fury attack. Incorporating some Regen and Power Pressens for damage helps to keep Nilin alive.



Cooldown Pressens help ready the Sensen Fury S-Pressen for another assault!

A second wave of six Prison Enforcers attacks after you dispatch Vaughan and his group. Continue to utilize Cooldown Pressens and the Sensen Fury attack. Nilin can also use Sensen DOS to stun the group. If you do so, consider switching to a combo filled with Power Pressens, even if just the 3-hit Combo, to rack up several Memory Overload kills. Performing a Memory Overload gains additional Focus. Steal Sgt. Vaughan's memory while he lies on the ground near the lockers. He tries to crawl away, but doesn't get very far.



He's not so tough, after all.

FIND MADAME

OBJECTIVE

Nilin can resume her hunt for Madame, now that she's taken care of Sgt. Vaughan and stolen his knowledge of La Bastille's security codes.

Exit the locker and activate the Remembrane directly in front of the door. Synchronize with the security lock on the door while the digitized image of Sgt. Vaughan stands before the security camera's detection system.

Head down the hall and through the door ahead where Nilin is attacked by a Heavy Prison Enforcer. These tougher brutes look just like normal Prison Enforcers, but they carry a C3 shield, boast more HP, and require more Power Pressens in order to become susceptible to a Memory Overload. Immediately fire the Junk Bolt to destroy its C3 shield. Now it's just like the Prison Enforcers, only with slightly more health. Hit it with your combos and focus on using Power Pressens to get a chance at a Memory Overload.



Try not to let the Heavy Prison Enforcer get this close before destroying its shield.



Once the Heavy Prison Enforcer has been defeated, open the door to the right of the vending machines to find a **Mnesist Memory** on the table. Return the way you came or exit via the door on the left—they both lead to the same hall.

Proceed through the next door to the training gym where two Heavy Prison Enforcers and a standard Prison Enforcer attack. Use a Junk Bolt to destroy one of their shields, then issue a Sensen DOS attack to stun the three of them. Pummel one of the unshielded Prison Enforcers while waiting for the Junk Bolt to ready, then destroy the other shield. Try not to use any more Focus, as six more enemies are set to attack.



The enemy shields glow red when they begin their Spartan Charge attack—shoot them with a Junk Bolt!

Nilin gains the Logic Bomb ability when the second wave of enemies appears. This Explosive Sensen virus destroys Enforcer shields and deals heavy damage to all targets in range. Logic Bombs can't be used against shielded enemies, so place it on one of the non-shielded foes and quickly leap outside the explosion radius.

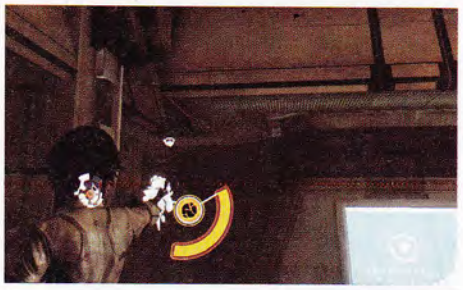
Place the Logic Bomb on one of the standard Enforcers, clad in black, and get out of the way before the bomb explodes. Perform a Memory Overload on the enemy you placed the bomb directly on. Now move close to a group of enemies and perform a Sensen DOS. This gives Nilin enough time to perform three 6-hit Combos—do it to different enemies, even if the combo doesn't defeat any of them. This earns Nilin plenty of Focus to then unleash a Sensen Fury attack which can be used to finish off the remaining enemies, especially after they've been softened up by the 6-hit Combo attacks.



The Sensen DOS gives Nilin plenty of time to land a 6-hit Combo on the dazed Enforcers!

SCARAMECH >>>

Exit the gymnasium via the door opposite the one you entered and immediately turn to the left. The Scaramech is on the ceiling just a few feet from the door.



Descend the stairs and use the Remembrane to gain access to the next sector of the prison. Synchronize with the door access lock while the Remembrane plays, then shoot it with the Spammer to open it.





Always be ready to synchronize with the door lock while the Remembrane plays.

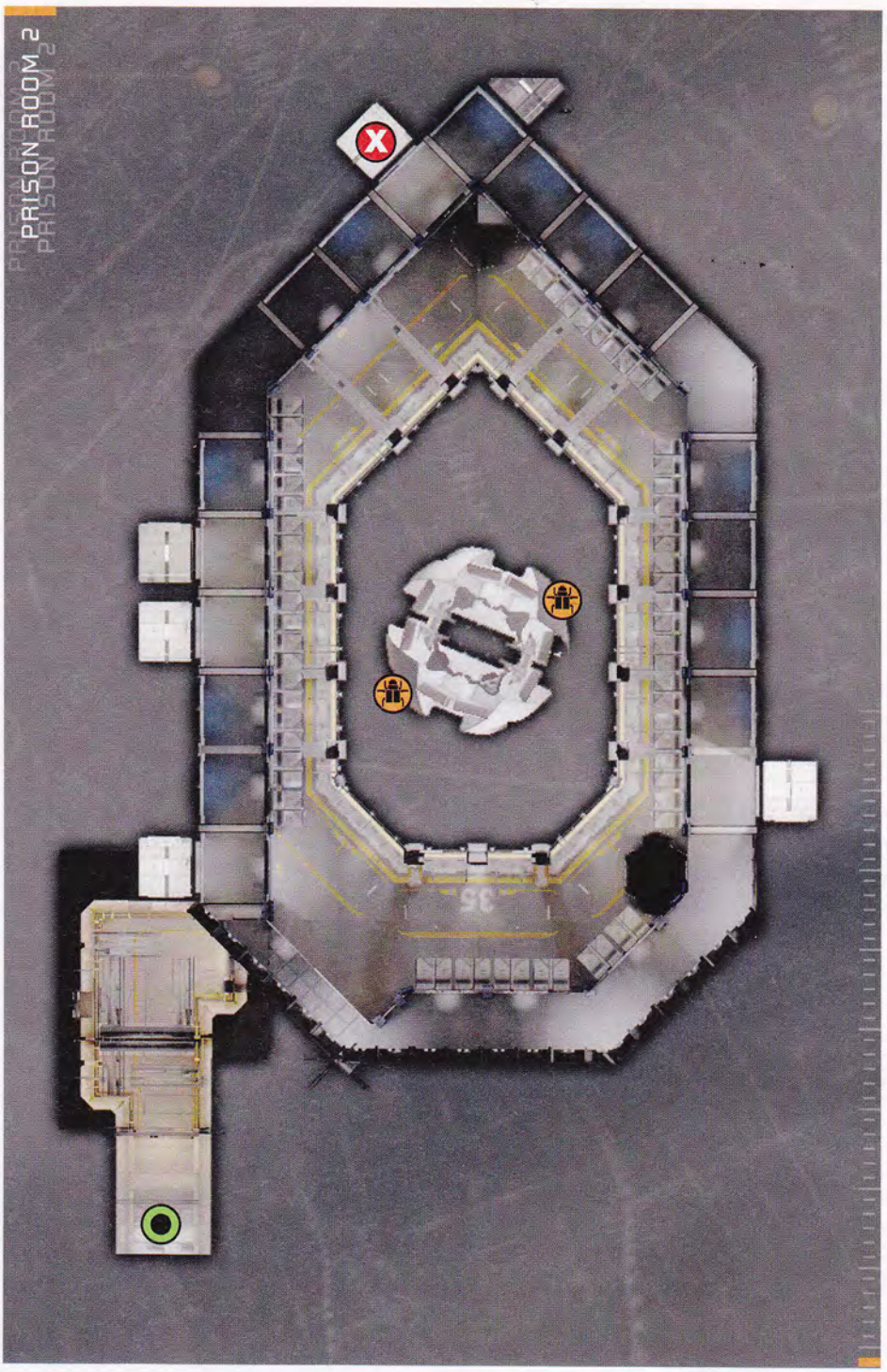
Proceed through the door to the next large cellblock and listen as a guard reports the presence of an intruder to Madame. Madame then activates a large device known as a Brain Drainer. This large rotating apparatus lowers into the center of the cellblock and spins around, sweeping the area with two powerful memory-wiping beams of light. Nilin must stay out of the light as she makes her way around the perimeter of the area in a counter-clockwise direction. Immediately take cover behind the beam where the prisoner is, wait for the light to pass, then run to the next one.

SCARAMECH X2 > >

There are two Scaramechs on the Brain Drainer. They are each on the backside of the beam's port and are visible as the light rotates past Nilin. Stay behind the beam to the right of the one where the prisoner is and use the Spammer Targeting to lock-onto the Scaramech. They are on opposite sides of the Brain Drainer from one another; one is high above the beam of light, whereas the other is below it.

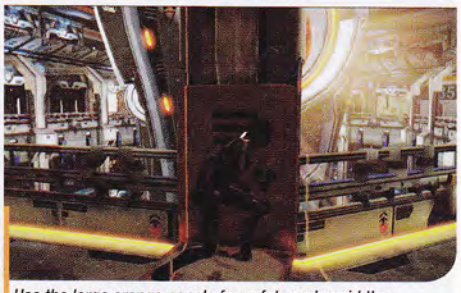






Take your time while avoiding the Brain Drainer's light. Move from beam to beam, using the large orange panels for cover. Make your way around the cellblock perimeter in a counter-clockwise direction until reaching the open cell with the Remembrane inside it. Don't worry about the light hitting Nilin inside the cell, as it's only designed to affect those out on the walkway.

Synchronize with the hidden button inside the toilet. This sends the cell to the maintenance facility. Press the button to get moving!



Use the large orange panels for safety and avoid the approaching beam of the Brain Drainer at all costs!

INTERROGATION BLOCK



Exit the cell in the maintenance area and descend the stairs. Head right and turn around near the Security Drone. Nilin is now facing south. Locate the **Focus Boost** in the corner to the left, behind the patrolling Security Drone, but watch the Drone's pattern a little at first, as every third pass it dips into the aisle from where Nilin is approaching. Loop back around to the SAT Hatch and continue down the hall towards the Interrogation Rooms.

Descend the stairs towards the bright light where a Seraphim and Prison Enforcers attack. The Seraphim is a flying robot that sticks to the periphery of the battle area and fires occasional projectiles at Nilin. They can be hard to dodge when focused on a large battle with Enforcer-class enemies. Fortunately, Seraphims are vulnerable to both the Junk Bolt and Spammer, and can also be stunned with the Sensen DOS.



Two Junk Bolts will bring down a flying Seraphim robot.

Target the Seraphim with the Junk Bolt to drain it of roughly half its HP as soon as the battle starts. Use a Sensen Fury to take out the Prison Enforcers while the Spammer Gauge replenishes, then fire another Junk Bolt to finish off the Seraphim. It's also possible to destroy a Seraphim with multiple Spammer blasts, but this may leave Nilin vulnerable to Enforcer attacks.

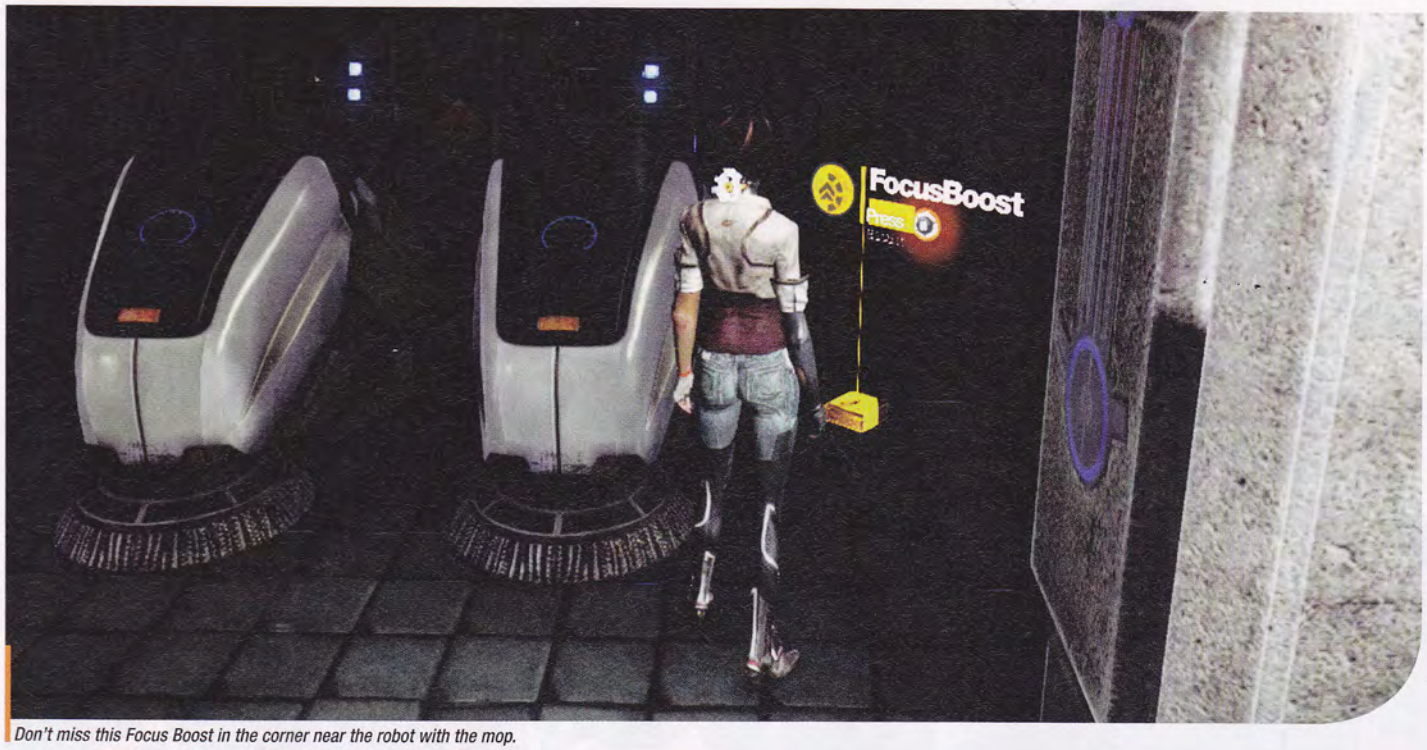
Another wave attacks, this time with two Seraphim and even more Prison Enforcers. Immediately fire a Junk Bolt at one of the Seraphim, then unleash a Logic Bomb on the nearest Prison Enforcer to knock back and weaken the Prison Enforcers. Finish off the first Seraphim, then use a Sensen DOS attack to stun all remaining enemies. Use the Junk Bolt and Spammer to take out the other Seraphim while using Pressen combos against the Prison Enforcers when waiting for the Spammer Gauge to replenish.

SCARAMECH >>>

Finish off the Seraphim and Prison Enforcers and head up the stairs on the right-hand side of the room. You hear the sound of the Scaramech as you reach the top. Continue to the base of the next set of stairs and turn to the left to spot the Scaramech.



Continue through the door at the top of the stairs and turn left where you see the robot mopping the floor. Locate the **Focus Boost** in the back corner of this area before continuing. Proceed down the red-painted hall and go through the door on the left, marked as Interrogation Room 6, to find Madame.



Don't miss this Focus Boost in the corner near the robot with the mop.

STEAL MADAME'S MEMORY

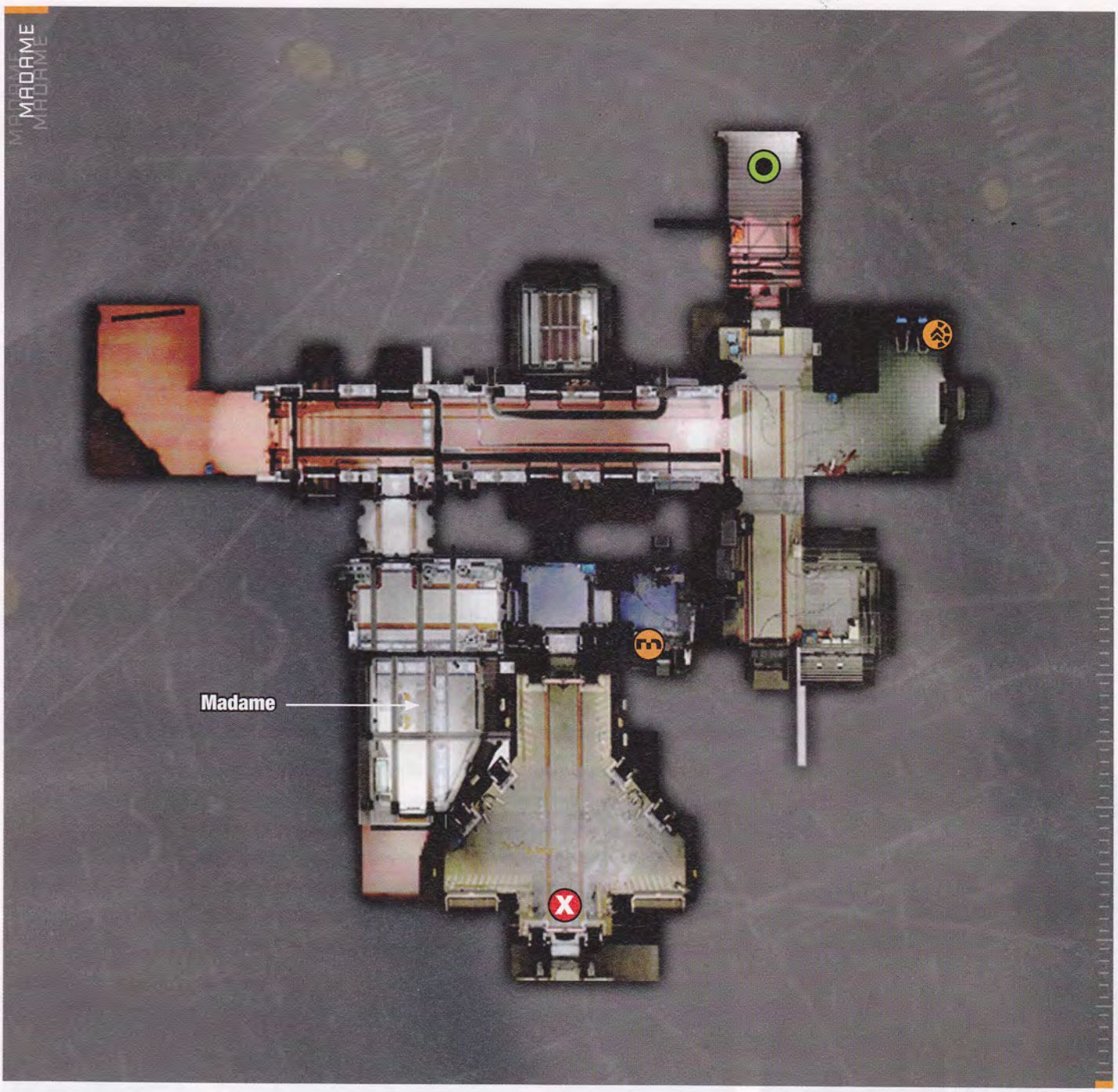
OBJECTIVE

Nilin has found Madame, at last. And thanks to the one-way glass of the interrogation room, Nilin can gain access to the prison's servers by stealing Madame's memory.

Listen in on the conversation between Madame and her latest hostage, then steal her memory through the one-way mirror. Now Nilin knows the way through the prison to reach the prison's servers where the Errorist memories are stored.



Wait for her to turn around then steal her memory when prompted.



Shoot the door that unlocks to the left to enter the blue hallway. Don't exit to the courtyard just yet! First enter the storage room directly across and find the **Mnesist Memory** on the right. Return to the blue hall and go through the door to the exterior courtyard. Edge gives Nilin her next set of instructions once she reaches the rain-soaked prison courtyard.

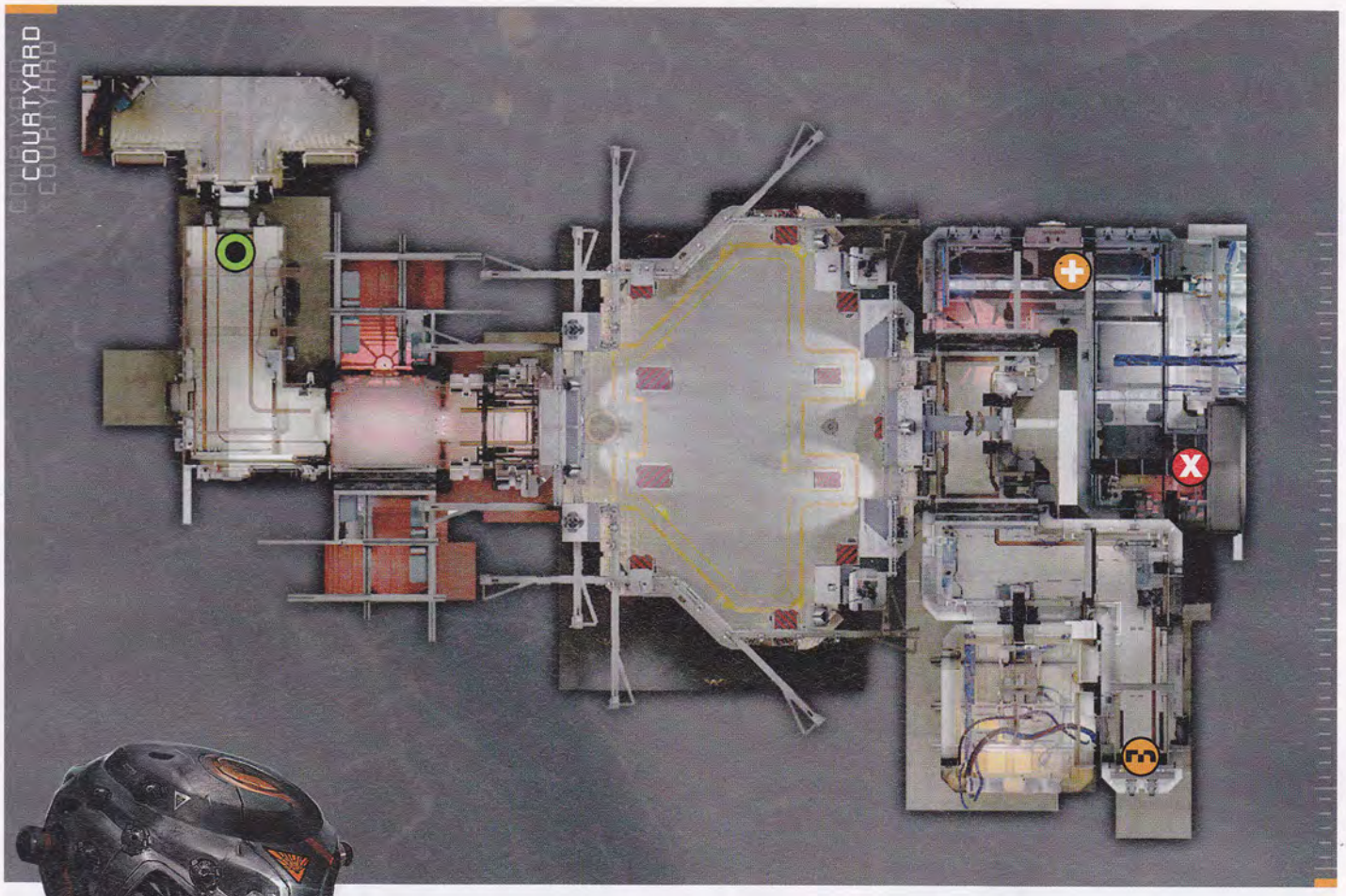
GET TO LA BASTILLE'S MEMORY SERVERS

OBJECTIVE

Nilin has to use Madame's Remembranes to find a way to the central tower, the panopticon, where the servers are located.

Proceed along the red-painted hallway to the door leading to the main prison courtyard. Step outside towards the orange orb of light—this is the shield of the Nephilim.







The Nephilim is the third and final variety of robot that Nilin must overcome. It maintains a protective orange shield that is dangerous to the touch and repels Spammer attacks. It lacks physical attacks or projectiles, but it leaps into the air and slams the ground with great force. Nilin must avoid the circular targeting reticle that appears on the ground. The Nephilim is highly susceptible to attacks while in the air (and when it's on the ground without its shield), but it's best to just focus on dodging the incoming ground-pound. Stay clear of the Nephilim while it's on the ground, as it soon releases a percussive blast that can inflict significant damage to Nilin if she's in the area. Watch for the second, much larger, blast radius reticle to appear on the ground and get out of the way. Then open fire!



Stand clear of the large red circle, outlining the blast radius, then fire a Junk Bolt!

Like Seraphim, Nephilim are vulnerable to Sensen DOS, the Spammer, and Junk Bolts. The best time to target them is immediately after their shield explodes off of them, while they are stuck on the ground and fully exposed. Defeat this first Nephilim with Spammer and Junk Bolt attacks while avoiding the Enforcers.

The second wave consists of two Nephilim, three Heavy Prison Enforcers, and one standard Prison Enforcer. Nilin learns the Rust In Pieces S-Pressen which turns robots into allies that attack enemy ground units and then self-destruct. Unleash Rust in Pieces on the Nephilim nearest the most other enemies and watch as it sucks them in for a self-destruct blast. This kills the Nephilim and highly damages the other enemies. Beat on them with Pressen Combos and a Sensen Fury attack while avoiding the inbound ground-pounds of the remaining Nephilim. Finish the second one with Junk Bolt attacks following its shield explosion.

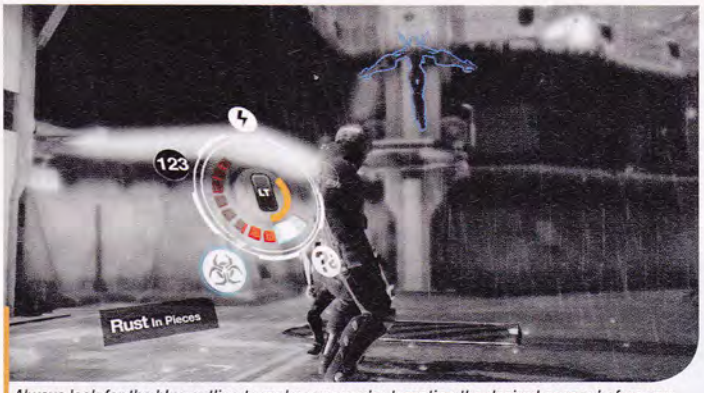


The Rust in Pieces S-Pressen affects Nephilim and Seraphim differently, both to Nilin's benefit.

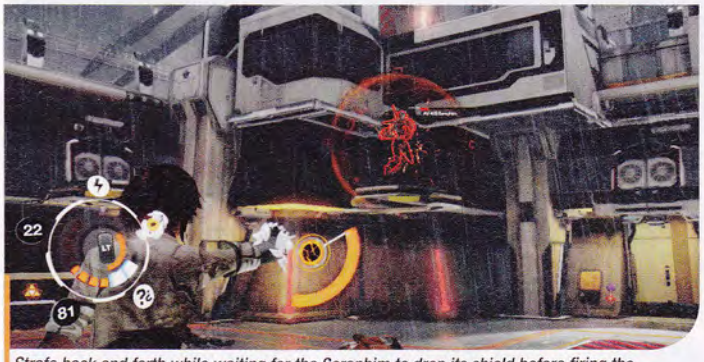


The Nephilim remains on the ground after the explosion, giving Nilin plenty of time to Spam it.

A third wave of enemies attacks including two Seraphim, two Heavy Prison Enforcers, and two Prison Enforcers. Immediately set to building up the Focus Gauge with Pressen Combos—do not fire off any S-Pressens until Rust in Pieces is available. Once it is, target one of the Seraphim to have it open fire on the Enforcers, then self-destruct. Pummel the other Enforcers while avoiding the incoming shots from the remaining Seraphim. If you have plenty of Focus but are waiting for Rust in Pieces to cooldown, use Sensen DOS to stun all the enemies in the area and use your Cooldown Pressens on the Prison Enforcers to ready the Rust In Pieces S-Pressen for the final Seraphim.



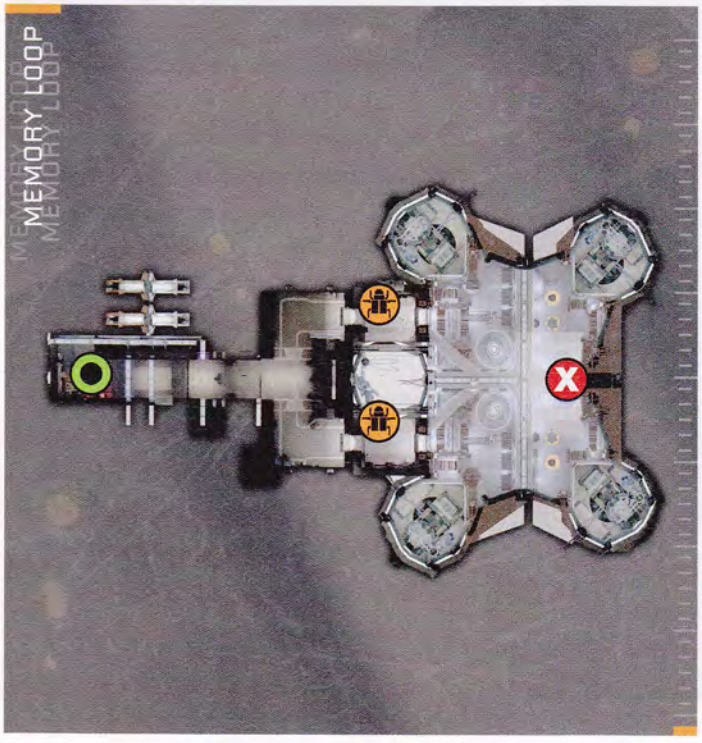
Always look for the blue outline to make sure you're targeting the desired enemy before you launch the S-Pressen.

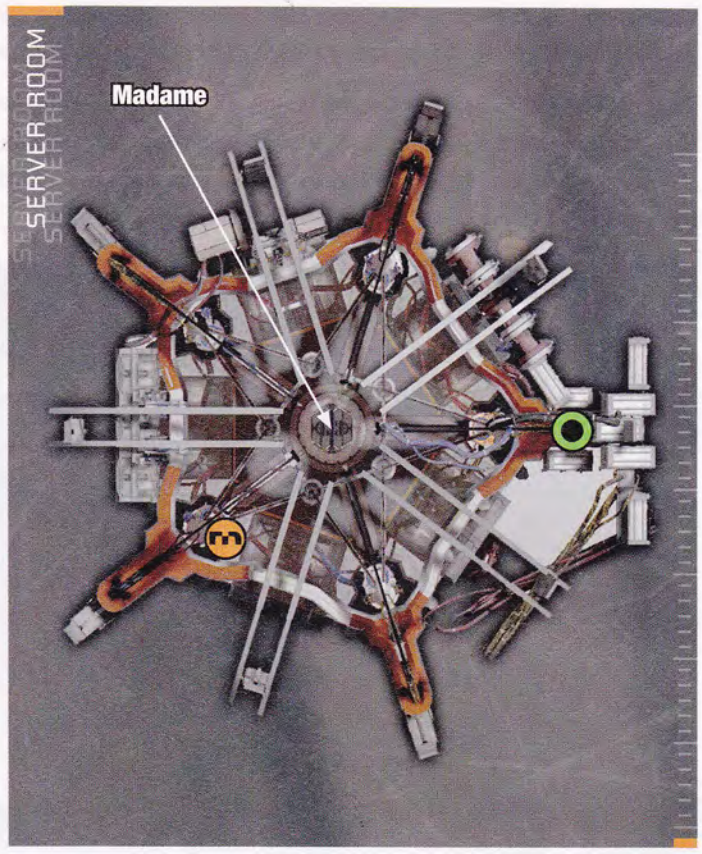


Strafe back and forth while waiting for the Seraphim to drop its shield before firing the Junk Bolt.

Exit the courtyard through either door and head to the right, away from the Remembrane, to find a **Mnesist Memory** at the end of the corridor. Return to the Remembrane and activate it. Follow along as Nilin eavesdrops on a previous conversation between Madame and Sgt. Vaughan. Continue down the hall and up the stairs to the second Remembrane, but don't access it yet.

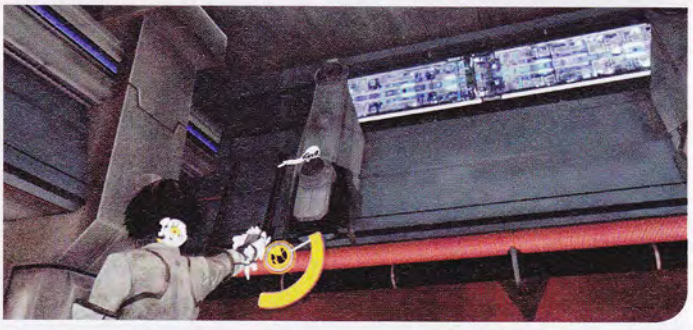
SERVER ROOM ACCESS





SCARAMECH X2 > > >

The hallway forks just beyond the second Remembrane, near the red flashing light. Head down each side of the fork to a small room and turn to the left upon entering each of these rooms. There is a Scaramech on the left-hand side of both rooms. Shoot them both then return to the Remembrane.





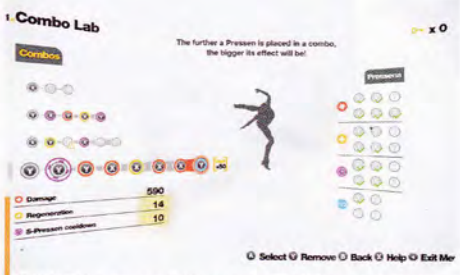
Follow the left-hand path and synchronize with the door lock to discover that Madame has left a trap in her memory for Nilin, just in case she should tamper with it. Quickly head back the other way and synchronize with the door in the right-hand room. Reactivate the Remembrane if necessary.



Madame has prepared her memory for just such a situation…

Enter the large blue room and activate the Remembrane in the center to see how powerful Madame could be. While her digital image continues to the upper floor, a number of Prison Enforcers and Heavy Prison Enforcers attack in digitized form. It was a trap, indeed!

Fortunately, Nilin now learns the fourth and final Pressen Combo, the 8-hit Combo! Consider shifting the Pressens from your 3-hit Combo and any others you have (perhaps from the 5-hit Combo) to the new 8-hit Combo.



You don't have enough Pressens to fill all four combos yet, but you will soon enough.

Earning Extra PMP

You needn't completely fill all the slots in the 8-hit Combo to generate a PMP Bonus. As with the 6-hit Combo, inserting six Pressens in sequence earns +20 PMP. Additionally, hitting seven Pressens in a row nets +30 PMP and performing the complete 8-hit Combo earns +50 PMP.

Nilin can't use any S-Pressens against the digital foes, but she can use the Junk Bolt to destroy their digital C3 shields. This should always be your first step, both to prevent wasted attacks, but to also prevent the dreaded Spartan Charge attack. With the shields gone, try to focus on isolating individual Prison Enforcers for lengthier combos. Otherwise, get in as many strikes as you can, vault, and continue the combo whenever possible, but try to avoid being surrounded. It's worth swapping out any Cooldown Pressens you have for this battle, as they are useless here. Instead, load up on Regen Pressens early in the combo and Power Pressens and Chain Pressens later to maximize the damage you do while ensuring that Nilin keeps her health topped off.



If you need to use any Regen Pressens, place them early in the combo for this battle.

Enter the elevator and ride it up to the Server Room where Madame is waiting. Approach her to trigger an event that sends Nilin to a digital space known as an "EgoRoom." Run and jump over the gaps in the digital floor to meet Madame face-to-face in combat.



MADAME

MADAME'S VITALS*

Max HP	Phase 1	Phase 2	PMP Bonus
3000	100% to 50% HP	50% to 5% HP	+1000

**Based on Errorist Agent difficulty.*

RECOMMENDED PRESSEN COMBOS

Combo	Pressens	Damage	Regen	Cooldown
3-Hit	P, P, —	20	0	10
5-Hit	K, P, K, P, K	65	23	27
6-Hit	P, K, —, —, —, —	60	0	0
8-Hit	K, K, K, P, P, P, P, K	590	14	10

PHASE 1

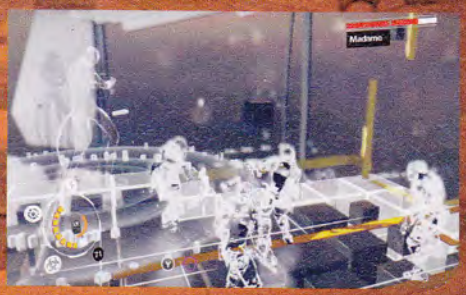
As you may have already guessed from her Remembrane trickery, Madame is far more cunning than those Nilin is used to combatting. Madame won't actually attack Nilin physically—she knows she's too old to compete with Nilin's strength and agility—but she doesn't have to. The EgoRoom which she brought Nilin to is home to all manner of digital threats, including a special variety of EgoRoom Enforcers and Seraphim. Luckily for Nilin, the EgoRoom varieties have far less than half of the HP of their real-world counterparts. EgoRoom Enforcers have just 180 HP while EgoRoom Seraphim have just 100 HP, compared to the 500 and 350 their flesh and steel counterparts have, respectively.

Though Madame's health bar is comprised of just two segments, there are actually three distinct mini-phases of the battle within that first segment. The fight begins with Madame floating out of reach, encased in a protective shield. As many as three EgoRoom Enforcers attack at this time. Nilin's job is to use her Spammer or Junk Bolt to destroy Madame's shield and drop her to the ground. It only takes a single Junk Bolt to do this (or 17 Spammer shots). We recommend firing the lone Junk Bolt.



Once Madame has been knocked to the ground, the EgoRoom Enforcers disappear and Nilin has six seconds to strike her. Once that first hit has landed, Nilin has 10 seconds to inflict as much damage as possible. This is the time to use the 8-hit Combo detailed in the table above, or as much of it as time allows before Madame repels Nilin and flees to the air once again.

Madame now begins teleporting around the EgoRoom, making it impossible for Nilin to target her with the Spammer or Junk Bolt. Nilin has no choice but to use her Sensen DOS S-Pressen to jolt Madame out of this phase. As many as four EgoRoom Enforcers attack while Madame is teleporting out of reach. Use the 5-hit Combo recommended in the table as it contains plenty of Cooldown and Regen Pressens. This keeps Nilin in good health while helping to make sure that the Sensen DOS S-Pressen is ready for use. Activate Sensen DOS to knock Madame out of the air and quickly move in to hit her with another 8-hit Combo.



Madame once again repels Nilin and takes to the air, where she then begins casting meteor-like cubes of data down at Nilin. You may be tempted to run around in an attempt to avoid the falling projectiles. Don't! It is far more effective to stand in one place, watch the crash locations appear on the ground, and take a few short steps to the side when necessary. Nilin only needs to be one or two steps outside the white ring of light that marks each meteor's impact zone. Be patient and step aside in a controlled manner to avoid being hit. This meteor shower lasts for 20 seconds and can only be interrupted by activating the Sensen DOS S-Pressen. This is arguably the most dangerous portion of the battle as the meteors inflict one chunk of damage with each hit.



With the meteor shower over, Madame summons up to five EgoRoom Enforcers and, once her health has fallen below 2200 HP, an EgoRoom Seraphim as well. Cast the Sensen DOS at first opportunity and move in for the attack. The second phase of the battle begins as soon as Madame is reduced to just 1500 HP.

PHASE 2

The beginning of the second phases starts out just like the first: use a Junk Bolt to destroy Madame's protective shield and knock her from the air. That's where the similarity ends. Do not immediately start attacking her where she falls! Madame summons a number of clones as she falls to the ground—including one where she lands—and Nilin takes light damage if she attacks a clone. The clones disappear when attacked, but Nilin has to find the real Madame before attacking three clones, else Madame returns to the air and Nilin has to knock her down again.



There are three surefire ways to identify the true Madame from her clones:

[1] Use the Sensen DOS S-Pressen to force the clones to point to the true Madame.

[2] Target an EgoRoom Seraphim with the Rust In Pieces S-Pressen and watch as it targets the real Madame.

[3] Study the clones carefully—the clones all stand with their right hand on their hip, whereas the real Madame has her right arm down by her side.

Attack Madame with an 8-hit Combo to inflict as much damage as possible before she repels Nilin (Madame benefits from 30% damage reduction against Sensen Fury). Madame again moves out of reach and begins summoning up to four EgoRoom Enforcers and two EgoRoom Seraphim at once. Avoid the Seraphim attacks and pummel the EgoRoom Enforcers with Cooldown and Regen Pressens, as part of a 3-hit or 5-hit Combo to ready the Sensen DOS or Rust in Pieces S-Pressen again. This pattern continues to repeat until Nilin has depleted 95% of Madame's health. Keep in mind that the number of clones increases from three to five to seven based on the amount of health Madame has remaining. The more damage she has taken, the more clones Nilin has to sort through. It is possible to place a Logic Bomb on a clone and potentially damage Madame if she is nearby, but this is not as effective as the other identification techniques described earlier.





TERMINATION

Nilin receives the "Terminate" prompt as soon as Madame has been reduced to just 5% of her health. Approach Madame and press the Interact button to initiate the termination attack.

As with Kid X-Mas, Madame isn't about to go down without one final attempt at defeating Nilin. Follow the on-screen prompts to complete the attack and ensure a successful termination. Madame recovers some fight and forces a continuation of the battle if Nilin fails this portion of the fight. The sequence is always as follows: Punch, Kick, Interact, Dodge (rapid tap). Press the corresponding buttons when prompted and make sure to rapidly tap the Dodge button when prompted to defeat the boss for good.



THE WHEAT AND THE CHAFF

Unlock this bonus by defeating Madame without ever striking one of her clones. This isn't as tricky as it seems if you follow the steps above, provided you don't rush over to her and hit her as soon as she is knocked from the sky. Remember that the clones appear the moment Madame hits the ground and that the "body" you see land in a heap may not be a body at all.

Nilin and Madame's weakened body return to the server room after the fight. Ignore Madame for a moment and walk across the room away from her and towards the left to find a **Mnesist Memory**, the final collectible in this episode.



This is a very easy Mnesist Memory to overlook, so consider picking it up right away.

Now it's time to steal Madame's real memory and gain the Force Spammer ability. The Force Spammer allows Nilin to use the Spammer to remotely move devices by overloading their control systems.

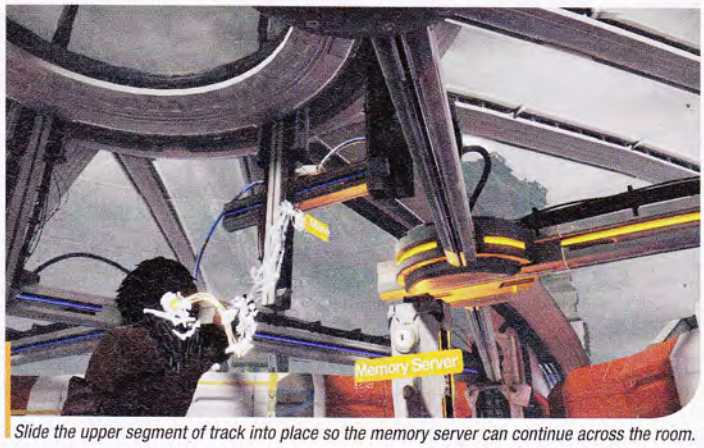
RELEASE THE PRISONERS' MEMORIES

OBJECTIVE

This is the reason Edge sent Nilin back into the prison. It's time for the prisoners of La Bastille to reclaim their stolen memories!

Target the server with the Spammer and hold the Fire Spammer button while pushing up with the Right Stick to raise the server. Now step aside, lock on again, and slide it to the decryption station on the far side of the room.

The server grips another overhead track after being decrypted. Slide it as far towards the center as it will go, then use the Force Spammer to lower the overhead rail into position. Continue sliding the server across the room to the upload station on the other side.



Slide the upper segment of track into place so the memory server can continue across the room.

MEMORY REMIX
THE BREAK-UP
4 DAYS AGO >>>>>>

The Errorists are all getting their memories back, but when Nilin's return to her, she realizes there are holes. Specifically, she can't remember what she did that led to her arrest; what act did she commit that she would like to forget? Nilin finds herself outside the window of a man's apartment. His name is Forlan. He's drunk, and he's having a terrible fight with his girlfriend. Watch the cinematic through to its end to understand the scene. In recreating this event from Nilin's past, you must alter Forlan's memory to make him think he killed his girlfriend.

The first thing you want to do is find the Memory Bug, those items that, if changed, would cause the host—Forlan—to die. This Memory Remix actually has two such items: the Bottle and the Gun Safety (first instance). Knock over the bottle and watch the cinematic to the end to find one Memory Bug. Then, if you're trying to unlock the "Unbelievable Truth" Achievement/Trophy, play through the cinematic again with only the first instance of the Gun Safety removed.

MEMORY GLITCHES

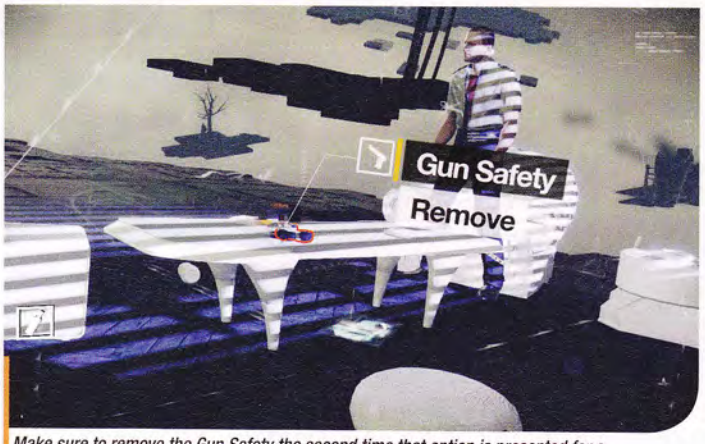
Item	Action	Activate?
Trophy	Knock Over	No
Bottle*	Knock Over	Yes (Memory Bug also)
Gun Safety	Remove	Memory Bug
Suitcase GPS	Corrupt	No
Gun Safety (2nd Time)	Remove	Yes
Cigarette	Tip Over	No
Side Table	Retract	Yes

**Activate only the Bottle in order to get one Memory Bug.*

With the Memory Bugs found, you're ready to proceed with a successful remix of the entire memory. Go slowly and activate the following Memory Glitches: the Bottle, the Gun Safety (while it's lying on the table), and the Side Table. This results in Forlan killing his girlfriend Alex within his memory. The effects of which have a rather profound effect on him.



Knock over the Bottle to identify one of the two Memory Bugs in this scene.



Make sure to remove the Gun Safety the second time that option is presented for a successful remix.

CRIME OF PASSION
Successfully remix the memory of the man named Forlan to help Nilin remember what it is she did. Though she may wish she was kept in the dark about it.

MURDER INCORPORATED
Nilin not only broke into La Bastille, but she managed to find her way to Madame, the governor of the prison, and steal her memory. Nilin then used her knowledge of the server access codes to restore the memories of the thousands of prisoners kept inside the penitentiary.

05 HEADSHOT

The raid on La Bastille ended with nothing but more deception and emotional holes. Sure, Madame's rule has come to an end, but my past still eludes me. Without my memories I have no choice but to follow Edge's instructions with hollow conviction. And despite the atrocities I witnessed in that prison winning me over to the Errorist cause, the recovered memory of my crime is gnawing away at my soul...I pushed a man to suicide. What else have I done? Worse? Edge only sees cause for celebration. Our liberated comrades have remembered their credo and taken up the fight against Sensen technology once more. And now he wants to strike at the heart of the Reconversion Project and smash Memorize forever.

His plan? Go for the queen bee. Scylla Cartier-Wells, president of Memorize. I must remix her worldview—skew her past and soften her heart. And so I ask myself...is winning this struggle worth losing my soul? Can one crime justify the reversal of another? The old Nilin seemed to have the answer. As for this Nilin, she doesn't have a clue.

SAINT-MICHEL DISTRICT

SUNDAY, 17 > SEPTEMBER 2084 > 20:23

COLLECTIBLES

SAT PATCHES	FOCUS BOOSTS	MNESIST MEMORIES	SCARAMECHS
3	3	6	10

ENEMIES ENCOUNTERED

- SKINNER LEAPER
- PROWLER LEAPER
- STRANGLER LEAPER
- ELITE ENFORCER
- ENFORCER
- RECONVERSION LEAPER

OBJECTIVES

- FIND THE MEMORIZE HEAD OFFICE
- CLIMB UP TO THE BUILDING'S VIP ACCESS
- STEAL TRACE'S MEMORY
- GET TO SCYLLA CARTIER-WELLS
- REMIX SCYLLA CARTIER-WELLS

FIND THE MEMORIZE HEAD OFFICE

OBJECTIVE

Edge wants Nilin to bring her fight to the source—the president of Memorize. Nilin must find the Memorize Headquarters and stop Scylla Cartier-Wells from creating an army of Leapers.



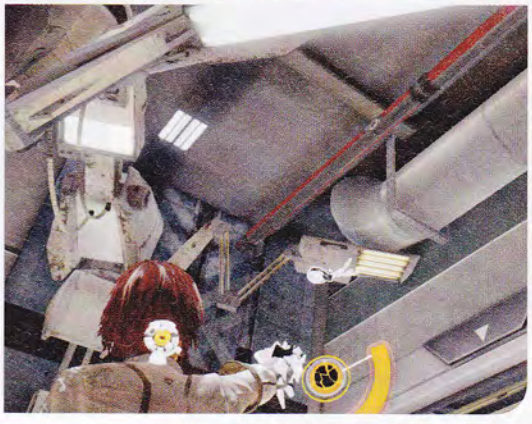
"A MOTHER'S HEART IS AN ABYSS AT THE BOTTOM OF WHICH THERE IS ALWAYS FORGIVENESS."

– HONORÉ DE BALZAC



SCARAMECH X2 > > >

There are two Scaramechs right near Nilin at the start of this episode. Turn to the right and use the Spammer to shoot open the door behind her. Follow this hallway down the stairs to the first Scaramech then around the corner to the second, near the pile of debris.





Chain It Together!

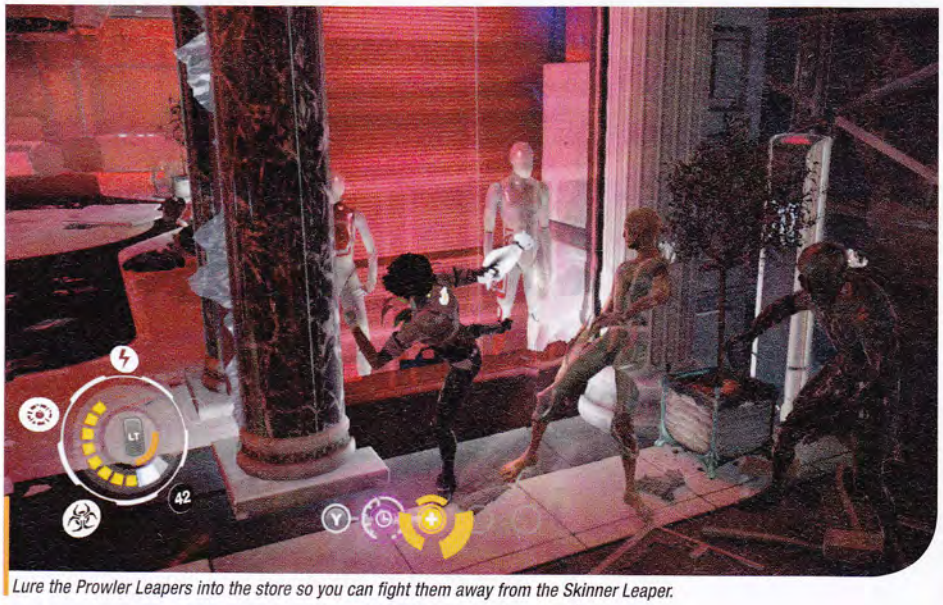
You should be close to unlocking another new Pressen. If so, be sure to opt for the next available Chain Pressen (Punch), as it allows you to use back-to-back Chain Pressens at the end of the 8-hit Combo. Depending on how well you've been performing in combat and your thoroughness regarding the Scaramechs, you might reach this next Pressen Threshold by collecting the Scaramechs at the beginning of this episode.

Approach the electrified water and use the new Force Spammer ability to lift the billboard up out of the puddle. This electronic sign is causing the short circuit and poses a hazard to Nilin. Hold the billboard out of the water while you wade across the puddle and onto the large fallen sign near the stairs. Jump across to dry ground.



Raise the electric sign out of the water and cross safely to the stairs.

Continue along the alley and through the door on the right to a hallway with an Errorist Memory revealing a nearby Focus Boost. Use the Force Spammer to raise the shutter ahead and be ready for a fight. A Skinner Leaper and several Prowler Leapers attack in the narrow hallway here. Try to stay away from the Skinner Leaper while building up Focus, then unleash a Sensen DOS attack or target the Skinner Leaper with a Logic Bomb.

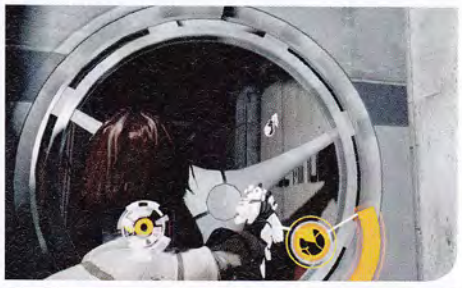


Lure the Prowler Leapers into the store so you can fight them away from the Skinner Leaper.

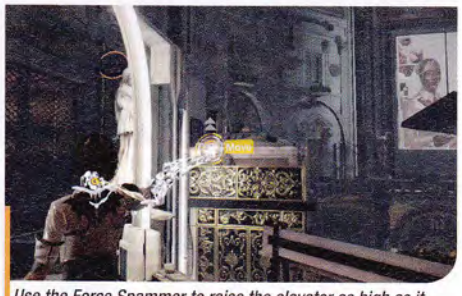
Climb onto the pallets at the end of the hall and climb onto the scaffolding to retrieve the **Focus Boost** on the left. Walk across the clothing boutique to the back corner and climb up to the maintenance corridor above. Continue through the maintenance corridor to a small storage area and climb the ladder to reach the canopy shopping area. Use a Junk Bolt to break the lock on the door, then raise the shutter with the Force Spammer to enter the canopy.

SCARAMECH >>>

Turn to the left at the first junction inside the maintenance corridor. Proceed to the fan at the end of the tunnel and shoot the Scaramech on the wall beyond it. Return the way you came.



Head left around the perimeter of the canopy. Use the Force Spammer to raise the elevator as high as it will go, then leap onto the ledge on its right-hand side. Shimmy around to the back of the elevator and leap across to the large hanging decoration. Climb onto it, run around the top to the other side, and leap across to the gap in the walkway. This lets Nilin bypass the gates on either end of the walkway.



Use the Force Spammer to raise the elevator as high as it will go...



...then run and leap from the decoration to the other side of the walkway.

Turn to the right and get the **Mnesist Memory** near the gate before doubling back to the left. Climb the green and gold pole to the right of the large monitor and traverse the top of the screen to the ledge below the yellow sign. Climb up to the walkway surrounding the top of the canopy's glass dome.

CANOPY FIRST FLOOR



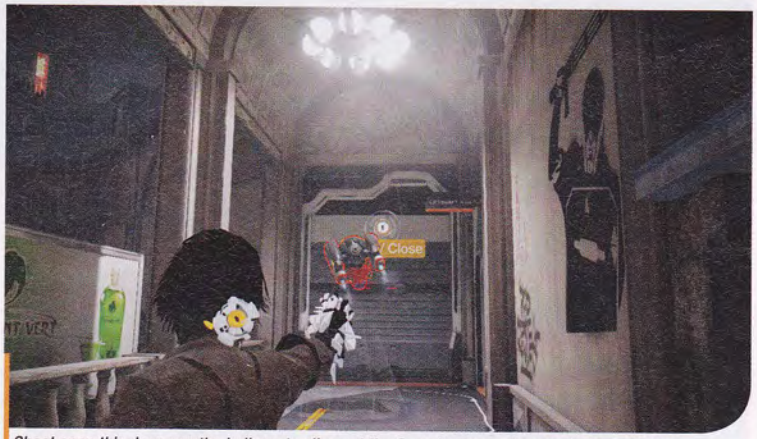


Make your way across the top of the large monitor to the gap in the walkway near the yellow sign.

The upper, rain-soaked walkway is patrolled by three Security Drones starting with the one immediately to the left of where Nilin climbs up. Use the small alcove near the plants to sidestep the Security Drone as it passes. The second Security Drone patrols around a large sign in an oblong counter-clockwise loop. Follow it as it flies away, but stay behind the sign until the Security Drone turns around, then run past its patrol terminus—its detection cone cannot pass through solid objects like this sign.



The third Security Drone is a little trickier to avoid, particularly if you want to get the **Focus Boost** nearby (this one should give Nilin an extra chunk to her Focus Gauge). Stand beyond its patrol area and shoot the door in the distance. Wait for the Security Drone to start heading towards it and follow closely behind. Duck into the hallway on the right, wait for the Drone to pass in the other direction, then run into the storage area and grab the Focus Boost. Stay in the back corner of this storage room until the Drone comes and goes—it can't detect Nilin as long as she stays where the Focus Boost was located. Exit to the hallway just outside this room.

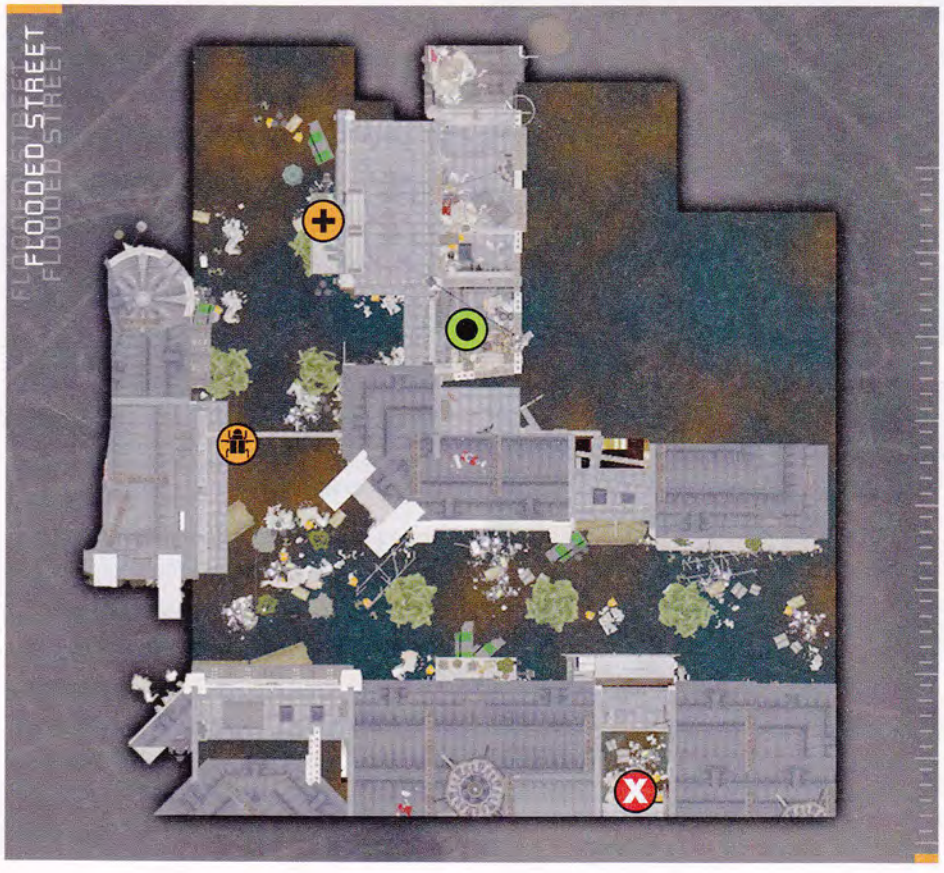


Shoot open this door, use the hallway to slip past the Security Drone, then go inside and grab the Focus Boost.

Leap over the railing and jump across to the lower ledge so Nilin can drop safely to the floor below. Climb the ladder at the end of the hallway near the civilian, and leap to the pipe on the left. Traverse the pipe until Nilin is in position to leap outside to the rooftop. The Sensen prompts are your guide.



When in doubt, look for the red painted ladder and pipes, as they're almost always climbable.



FLOODED STREETS

Climb up onto the rooftop overlooking the flooded street and wait for Nilin and Edge to finish their conversation. Don't leap to the large red and white sign just yet! First, drop into a hanging position on the edge so you can spot an otherwise out-of-sight red pipe. Use this pipe to reach the balcony around the corner and climb up to find the **SAT Patch**.



This SAT Patch can be tricky to find if you don't spot the red pipe.

Recollecting Fallen Items

It's important to remember that if you fall (or get defeated in combat) before reaching the next checkpoint, you have to pick back up any collectibles you found. This is particularly noteworthy here as the return trip from this SAT Patch can be tricky.



Once you're back on the ledge where you entered this area, run and leap for the red sign, vault over it, and climb the pipe to the right to reach the upper edge. Traverse the large Jax sign to reach the ledge on the other side of the street and drop down.



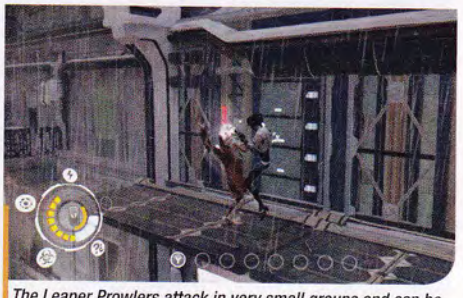
Vault over the red sign and leap for the pipe to the right. Use this to reach the Jax sign.

SCARAMECH >>>

You hear this Scaramech before you can shoot it, but it's not far away. Traverse the Jax sign and drop to the ledge on the other side. Walk past the Jax sign and immediately turn around to spot the Scaramech on the other side.



Use the Force Spammer to slide the solar panels into a horizontal position then leap across. A number of Prowler Leapers attack in pairs on this far platform—a perfect opportunity to perform repeat kicks and knock them off for progress towards the "Lord of the Ring" Achievement/Trophy. Though it's possible to knock them off with punches, enemies suffer more knockback from kicks.



The Leaper Prowlers attack in very small groups and can be kicked off the solar panels.

Proceed across the balconies by leaping to the railing and traversing each balcony until you can climb up near the Errorist Memory panel. Run and leap across to the next roof and grab hold of the small ledge protruding from the wall near the black and white graffiti. Climb to the ledge above it then leap far to the right to an unseen ledge. Follow this around to the balcony out of sight on the right to find the **Focus Boost** shown in the Errorist Memory.



Leap to the ledge high above the graffiti to reach the Focus Boost on the balcony to the right.

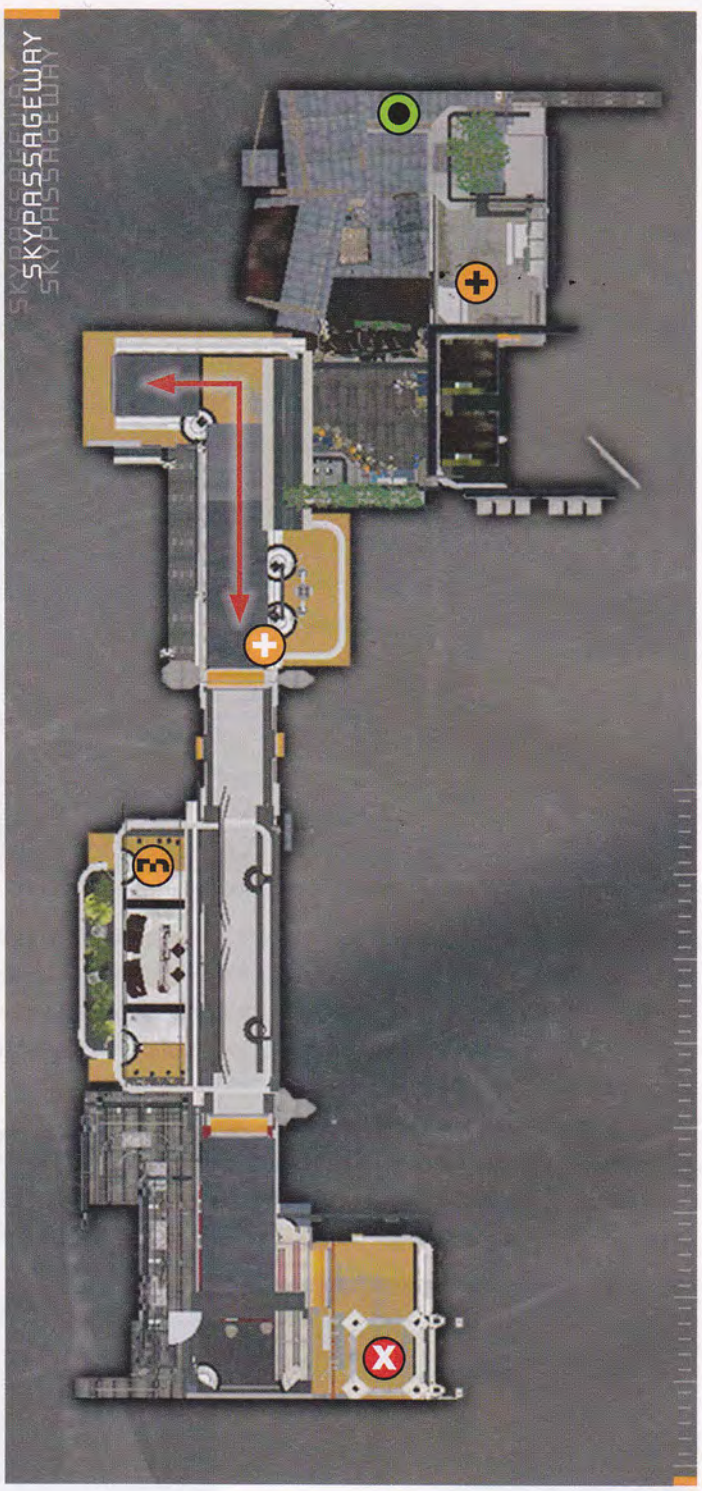
Return to the graffiti and resume the traversal through the flooded alley heading off to the left. Continue around the corner near the mattress and leap down to the large rooftop arena below.

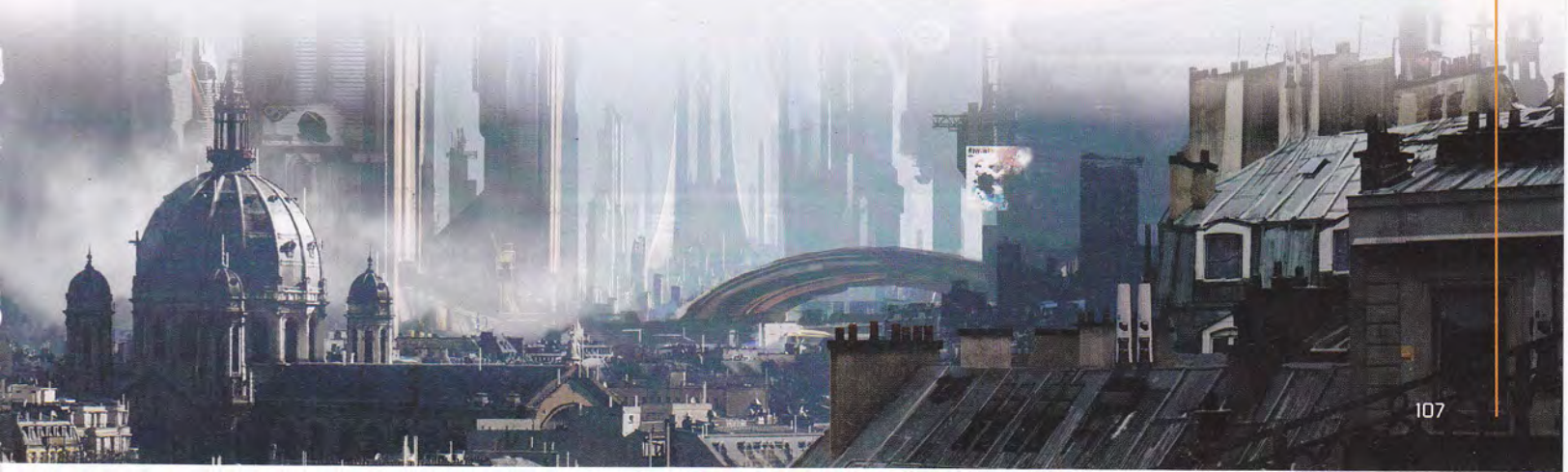
Several Strangler Leapers attack at first, but there is plenty of light thanks to the large digital billboard nearby. Keep in the light and use your Pressen Combos to beat them back. Don't use any S-Pressens unless absolutely necessary; it's important to maintain as much Focus as possible for the second wave.



Stay in the light and build up your Focus Gauge by performing lengthy combos on the Strangler Leapers.

The second wave consists of a Skinner Leaper and multiple Strangler Leapers attacking at once. Unfortunately, the billboard has been destroyed and Nilin has to fight them in the dark. A passing searchlight illuminates the area periodically, but Nilin can't rely on that light. Use a Sensen DOS attack to neutralize the Strangler Leapers and take the opportunity to pummel the Skinner Leaper with your 8-hit Combo. Finish off the other Strangler Leapers with Junk Bolt and Logic Bomb attacks or unleash a bevy of Regen and Power Pressen attacks.







The light doesn't shine for long so take advantage of it while you can!

Climb the red pipe to the upper landing and leap across to the next building where several of the displaced citizenry are all too happy to condemn Nilin for her actions. Leap down and approach the red pipe on the left. Climb this gutter upwards and traverse to the left to vault up and over the ledge to a hidden balcony where a **SAT Patch** sits atop a picnic table. Leap back down to where the people were and shoot open the orange door to enter a skybridge leading inside the Memorize HQ building.



Climb the gutter to the pipe above these well-lit windows to reach the SAT Patch.

Hug the wall inside the orange hallway and take a step towards the column on the left. Wait for the Security Drone to move past then run to the left and use the SAT Hatch to ensure you have full health. Proceed to the next corridor where Nilin encounters her first Elite Enforcer. Elite Enforcers have protective armor that reflects any and all damage back at the attacker, making it extremely dangerous to attack the Elite Enforcer without a plan. This enemy is immune to Sensen DOS attacks so, for now, the best way to battle it is with a series of Regen Pressens. A 5-hit Combo with three Regen Pressens and a Damage Pressen at the end inflicts 135 damage while regenerating 33 health. Continue unleashing this combo until the Elite Enforcer falls—the Regen Pressens offset the damage Nilin would otherwise take from the reflected attack.



Build a 5-hit Combo with three Regen Pressens and no more than one Damage Pressen or Chain Pressen at the end.

Shoot open the door to the lounge on the right and collect the **Mnesist Memory** at the far end of the room before continuing across the sky passageway to Memorize HQ.

EN ROUTE TO MEMORIZE HEADQUARTERS



The hallway ahead has three small rooms and two Security Drones patrolling the area. Making your way through this area requires some adept puzzle solving. The nearest Security Drone never enters the first room, but does enter the middle one. The second Security Drone enters the third room to the right, provided it is open, which it is currently not. To bypass this security puzzle, Nilin must use the shutter controls and her Spammer to trap the Security Drones inside these small side rooms.

The first step is to enter the room all the way to the left. Wait for the Security Drone to exit the middle room, then shut the door. Vault over the railing to enter the middle room, then vault over the railing to enter the third room and open its door from the inside. Quickly vault back to the safety of the middle room before the Security Drone enters it. Vault back to the first room and take aim on the shutter control to open the middle room.



Open the third door from within it, then return to the first room and trap the Security Drone inside the middle room.

Now it's time to trap them. Open the middle door, wait for the Security Drone to enter, then close it again. Now the main part of the hallway is safe. Carefully approach the second Security Drone and wait for it to enter the third room. Quickly run forward, turn around, and close the third room from the hallway while the Security Drone is inside it. This allows you to continue in peace.

Continue through the door to the Avram Hesh Laboratories and use the SAT Hatch on the left. Exit to the outdoor balcony through the door on the right.



Trapping the second Security Drone inside the third room isn't absolutely necessary, but it eliminates any threat of detection.

CLIMB UP TO THE BUILDING'S VIP ACCESS

OBJECTIVE

Nilin has reached the Memorize HQ building, but everything is flooded. The only way inside is by climbing up to the VIP entrance.

Use the button on the left-hand side of the balcony to power on the crane. Use the Force Spammer to slide the container on the boom from right to left. Leap across to the container, then leap from it to the ladder leading up to the top of the machine. Climb the ladder and press the button on top of it to rotate the crane back into its initial position.



Use the Force Spammer to position the container as close to the power controls as possible.

SCARAMECH >>>

This Scaramech is on a chimney near the crane, but can only be shot once Nilin has climbed the ladder to the top of the crane and rotated it back to its initial position. Walk to the rear of the crane (just beyond the controls) to get close enough to target the Scaramech on the chimney.



Run and leap off the far end of the crane to the VIP entrance, where Nilin immediately discovers the entrance is locked. Edge is looking for the whereabouts of a Captain Trace who has the access codes—another person whose memory Nilin could steal. Edge needn't look for too long, as Captain Trace rises up in a jet and finds Nilin himself.

FLEEING CAPTAIN TRACE



Captain Trace immediately opens fire with his dropship's guns, sending Nilin fleeing. Vault over the pipes, round the corner to the left, and leap for the red gutter pipe near the graffiti. The pipe ruptures under your weight, dropping Nilin to a ledge below, out of range of the guns. Make your way along the side of the building, above the floodwaters, to the next landing so Nilin can hoist herself up. Turn to the right to get an incredible view of the Eiffel Tower; at least some things survived the war.



Leap over the pipes and off the side of the building to the ledge in the alley.

Climb over the ledge to come face to face with Captain Trace and his dropship once again. There is no time to hesitate! Sprint across the roof to the right and swing wide across the glass skylights as Captain Trace shoots out the windows on the left. Continue running and leap across to the scaffolding in the distance. Turn left and watch as Nilin falls to the lower scaffolding. Immediately turn around to find a **Mnesist Memory** behind her. Grab it and then take off sprinting again and leap across to the next section of scaffolding. Use the Force Spammer to lower the Drone Access panel directly ahead as a shield from Trace's gunfire.



Turn around after crashing through the scaffolding to find this Mnesist Memory behind Nilin.

Clamber onto the panel you just lowered and begin the ascent up the inside of the scaffolding as Trace opens fire from the other side. Be extra careful when leaping past the grated sections to make sure Trace isn't firing through them. Hold your position when he opens fire so you can see where he's shooting, wait for him to aim somewhere else, then leap past the hazard. Climb the scaffolding, then leap back across to the platform near the construction drone.



Hold your position away from the panels he shoots out and don't continue until the guns stop.

Use the Force Spammer to lower the panel on the right side of the scaffold. Leap back to the scaffolding where you just were (don't round the corner in the construction area!) and continue to the right. Climb up and run along the scaffolding, up and over the small barrier, and leap for the stone balcony in the distance.



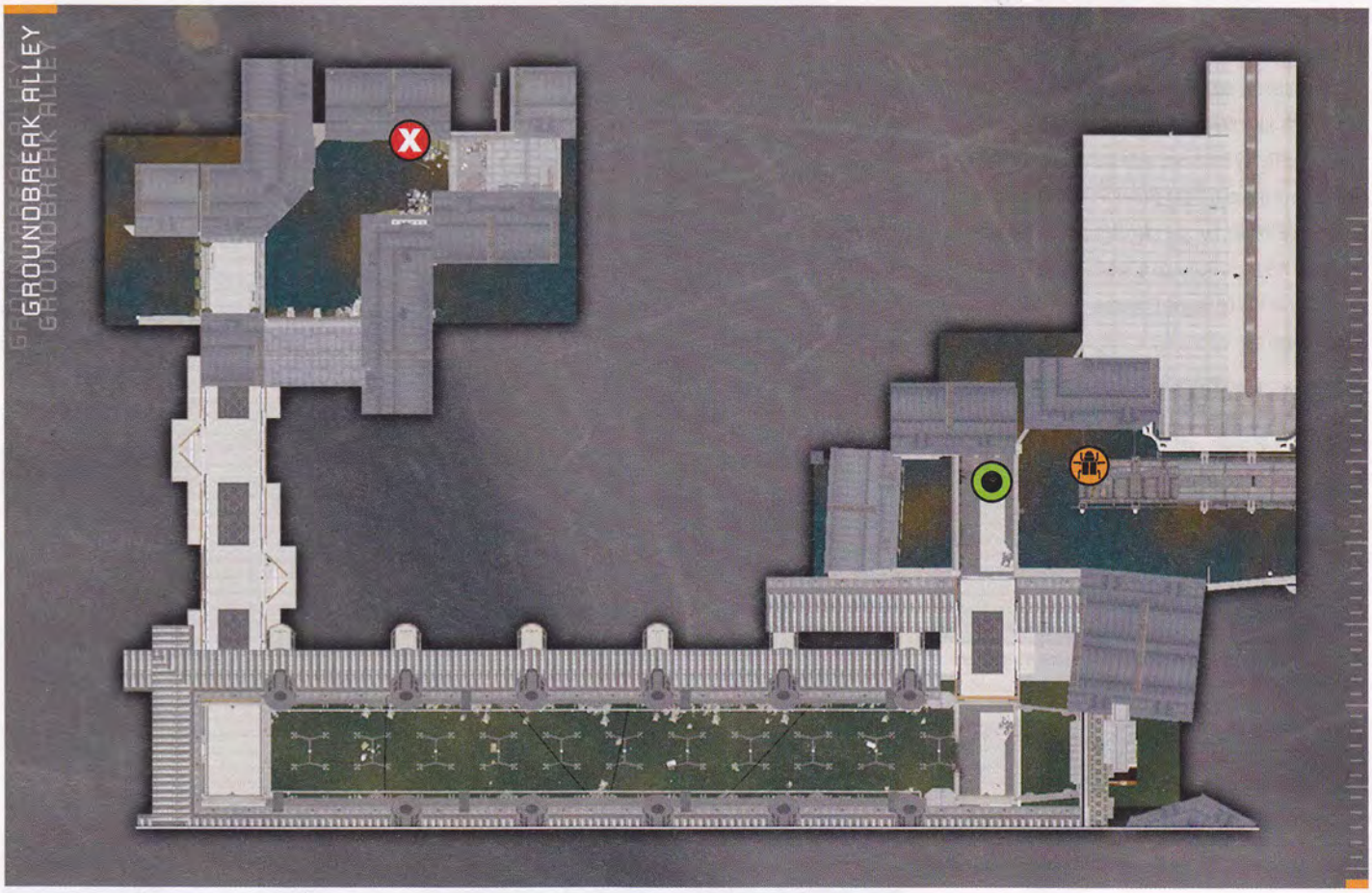
Lower this panel then leap back across to where you just were and head to the right.

SCARAMECH >>>

This Scaramech is on the edge of the scaffolding, facing the stone balcony Nilin must leap to in order to escape Trace. Land on the stone balcony and turn around to spot the Scaramech close by.







Shoot open the door to the left and cut through to the next small bridge where Trace is waiting. Immediately take off running across the metal grates as Trace shoots them. You have to react quickly to avoid the panels that Trace is shooting out from under Nilin. You need to avoid having to jump as much as possible, and really have to avoid a late jump that causes Nilin to have to catch the ledge and pull herself up. Trace shoots out the panels on the two sides towards the end of the walkway. Run along the middle and leap at the very last moment to grab the balcony so Nilin can duck inside and escape his gunfire. This is a tricky escape scene and it takes practice, but you're not going to lose any progress or miss any collectibles if you fail. There's a very slim margin for error here and it happens very quickly. Just stick with it.



Zigzagging back and forth using the left and middle platforms works well.



Once at the end, move to the center row of panels and wait to leap at the last moment.

Defeat the two Enforcers inside the hallway and continue out to the next balcony. Vault over the railing to a hanging position and begin traversing to the left. The dropship begins firing on Nilin's position once again. Quickly traverse in a counter-clockwise direction around the perimeter of this flooded alley. Leap from ledge to ledge to reach the red pipe and scamper up it to continue. Leap across to the metal shutter on the left-hand side and move across. Nilin falls through a window and ends up inside an apartment.



Exit the bedroom, go down the hall to the large room and get ready for a fight. Two Heavy Enforcers and an Elite Enforcer attack in this large apartment. Take out the two shields with Junk Bolts and use your Pressen Combos to weaken the Heavy Enforcers while building Focus. Nilin takes a lot of damage if she places a Logic Bomb directly on an Elite Enforcer, but she can damage him instead by placing the Logic Bomb on a nearby Heavy Enforcer. Remember to rely on Regen Pressens when battling the Elite Enforcer.



Place a Logic Bomb on a Heavy Enforcer while it's near an Elite Enforcer then quickly leap away.

SCARAMECH >>>

Defeat the Enforcers in the large apartment room and exit to the corridor when Captain Trace arrives again. Immediately turn to the right and shoot the Scaramech beyond the partially opened doors.



Follow the signs leading up the two flights of stairs to the airlift rescue. Nilin encounters a lone Enforcer in the hallway above the first flight—perfect for replenishing your Focus and cooling down S-Pressens. Continue up the second flight of stairs.

STEAL TRACE'S MEMORY

OBJECTIVE

Edge doesn't want Nilin to toy with Captain Trace anymore. He needs her to steal Trace's memory so they can gain the access codes to Memorize HQ.



Nilin takes cover behind the first of three red-brick walls that provide protection from the dropship's guns. Wait for Trace to pan his searchlight away from Nilin then run to the second small wall for cover. Wait for it to pan back to the right, and continue to the third wall on the left. Nilin spooks some pigeons, causing Trace to turn and open fire on them. This gives Nilin time to turn and shoot the Turbine on the wall to the right to distract Trace away from the ladder she needs to climb.

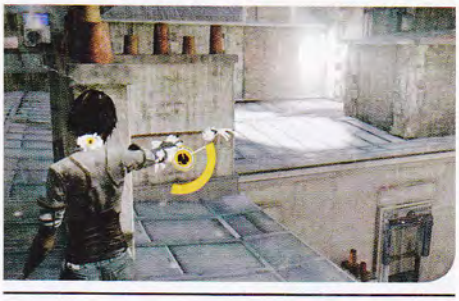


Wait for Trace to aim his searchlight to the left before making your move.



SCARAMECH >>>

This Scaramech is on the other side of the third piece of cover that Nilin must hide behind on the rooftop. She can step out and shoot it safely after scaring the birds.



Distract Trace by shooting the turbine on the far right, then climb the ladder to the left. Use the ladder to reach the upper rooftop and run and leap off the ledge towards the dropship. This gives Nilin the chance to steal Trace's memory through the cockpit window.



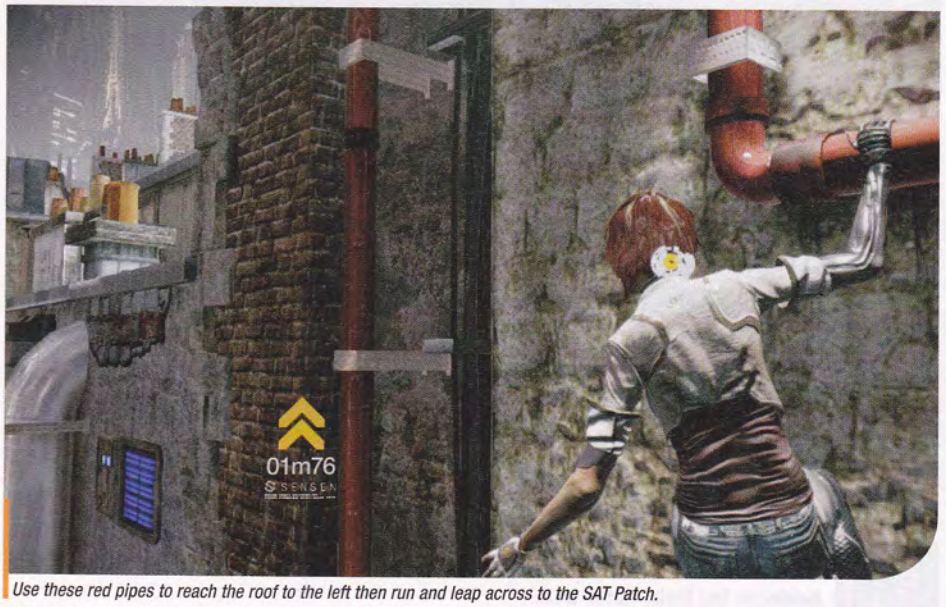
Leap off the roof onto the dropship and steal Trace's memory.

GET TO SCYLLA CARTIER-WELLS

OBJECTIVE

Now that Nilin has stolen the access codes to Memorize HQ, it's time she returns to the corporate building to find Scylla Cartier-Wells.

Climb onto the small section of roofing near the blue utility panel and study the Errorist Memory closely. It points to a SAT Patch located on a hidden roof above the entrance point to this roof. To reach it, Nilin must traverse the sides of the buildings surrounding this area in a counter-clockwise direction towards the scaffolding. Climb the scaffolding to reach a red pipe and continue to the left. Many of the ledges go undetected by the Sensen but you can tell by Nilin's body positioning when there is a valid ledge to leap to. From the Errorist Panel, climb up on the right and then left to the platform directly above the Errorist Panel. Continue up and to the left to reach across the area near the door from the stairwell to find the **SAT Patch**.



Use these red pipes to reach the roof to the left then run and leap across to the SAT Patch.

Once you're ready to move on, climb the gutter to the right of the blue utility panel to the open window of the office above and go inside. There are purple lights inside the window Nilin must enter.

SCARAMECH >>>

After stealing Captain Trace's memory, climb the pipe to the purple-lit window and go inside. Don't exit this room until you've shot the Scaramech inside the plants on the left side of the room.



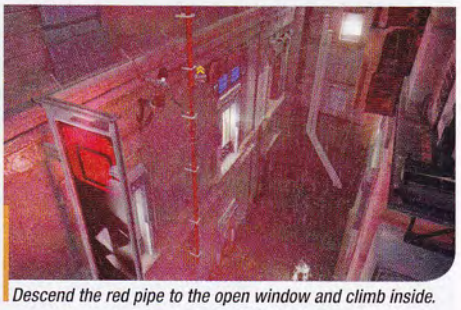
Exit the office to the lengthy hallway and enter the first hallway on the left. Immediately stop and turn around to spot a **Mnesist Memory** on the blue-painted floor.





RETURN TO MEMORIZE HQ

Climb out the window to the ledge and carefully head towards the red sign on the left. Vault up and over the sign and shimmy off the sign onto the window ledge. Continue across the side of the building to the red pipe, descend the pipe, and enter the second window on the right. This puts Nilin inside a red store, where some funky robot music is playing.



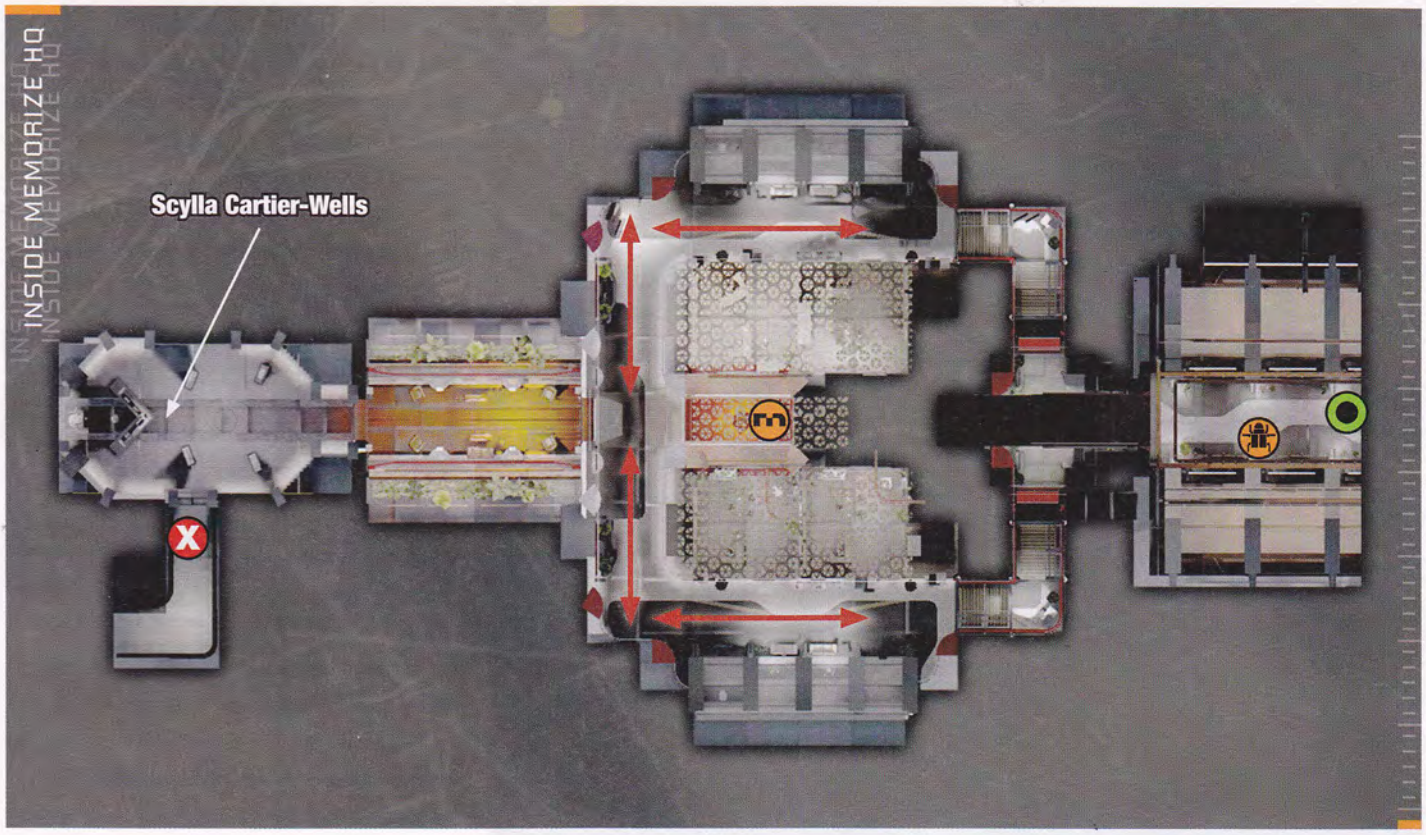
Descend the red pipe to the open window and climb inside.

Collect the **Mnesist Memory** in the hall on the left then use the Force Spammer to open the shutters at the end of the main corridor. Climb out the window to the sundeck and ascend the gutter on the left to the ledge. Traverse along the side of the building to the large deck at the VIP access where Nilin earlier met Captain Trace.

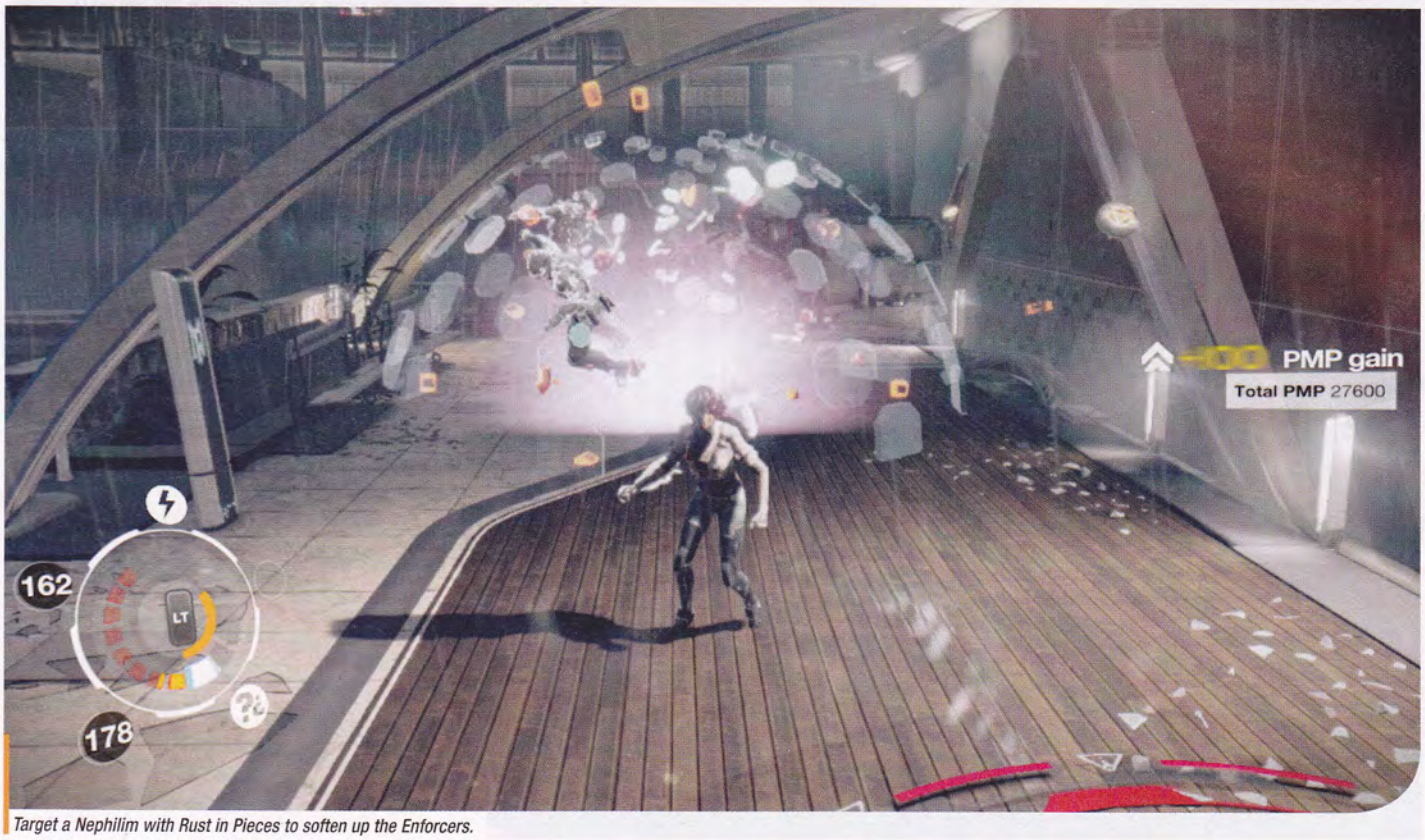
An Elite Enforcer and two Reconversion Leapers attack. Keep your distance from the Elite Enforcer and defeat the two Reconversion Leapers with standard Pressen combos. Retain your Focus for later and note that Sensen DOS does not work against Reconversion Leapers—a type of Leaper controlled by Elite Enforcers.



Defeat the Reconversion Leapers with standard attacks, then use Regen Pressens against the Elite Enforcer.



The second wave consists of multiple Elite Enforcers, Heavy Enforcers, and two Nephilim. Immediately target one of the Nephilim with Rust in Pieces, hopefully destroying the shields. Focus on drawing the Enforcers away from the Elite Enforcers while using Cooldown and Regen Pressens to get Rust In Pieces active again. If this is proving too difficult with the other Nephilim still floating around, use your Junk Bolt to destroy the Nephilim while its shield is down and use a Logic Bomb on the Enforcers. Continue to use Regen Pressens against the Elite Enforcers to beat them back without suffering much return damage.



Target a Nephilim with Rust in Pieces to soften up the Enforcers.

Use the first Remembrane to gain access to the VIP entrance lock and synchronize with it to access a riddle-based security system. Use the second Remembrane to listen to Captain Trace's digitized memory recite the riddle:

MY FIRST IS SECOND WHEN COUNTING THEM ALL.

MY SECOND IS FROZEN WHEN ABSOLUTE.

MY THIRD HAS ALL ITS SENSES.

MY FOURTH TAP-DANCES LIKE A SPIDER.

AND ALL PUT TOGETHER, I CAN GO THROUGH A DOOR.

Use the Spammer to target the numbers on the combination lock and enter the code "2058" to gain access to the Memorize HQ. Unlock the door and head inside. Proceed slowly through the corridor while Edge fills Nilin's head with the many reasons he has for being against the Reconversion Project.



Solve the riddle by entering "2058" with the Spammer.

SCARAMECH >>>

You hear this Scaramech begin to chirp while listening to Edge on the radio. It's behind the third light on the left-hand side of the corridor. Turn around when the chirping gets loud to see it.



The elevator is inactive so Nilin must slip past the four security drones in the square-shaped hallway and make it to the Scylla's office on foot. It doesn't matter which direction you head, as the Security Drones patrol in an identical fashion. Descend the steps on the left or right, wait for the Security Drone to get close, then chase after it and duck into a gap between furniture on the side to let it pass. Run to the inside corner of the hallway and watch for the next Security Done to approach. There is a slight gap as it passes all the way to the corner. Sprint past it. Scylla's office is down the hall opposite the direction Nilin came, but be sure to approach the orange elevator room on the inner side of the square-hallway to find the **Mnesist Memory** behind the pedestal.



Use the space beside the tables and planters to stand out of the Security Drone's detection cones.

REMIX SCYLLA CARTIER-WELLS

OBJECTIVE

Nilin has reached Scylla Cartier-Wells' office, and now she must remix her memory of the accident that took her leg. Edge wants Scylla to gain compassion by making her think the accident was her fault.

Nilin made it to the office of Scylla Cartier-Wells and gets a firsthand lesson in her dictatorial leadership style. Wait for the on-screen prompt and initiate the memory remix.



MEMORY REMIX
THE CRASH
20.3 YEARS AGO

>>>>>>

Watch the cinematic play out as Scylla is shown driving her daughter home from the store. The little girl in the backseat of the car is highly disruptive and distracts her mother, causing her to run a red light and crash the car. This is how Scylla Cartier-Wells lost her leg—and she never forgave her daughter for it.

MEMORY GLITCHES

Item	Action	Activate?
Airbag	Turn Off	Memory Bug
Cup Holder	Retract	Yes
Handbag	Open	Yes
LCD Screen	Turn On	No
Jax	Activate	Yes
Windshield	Break	Yes

The first step, as always, is to locate the Memory Bug. Rewind the memory to its beginning and disable the Airbag. Allow the scene to play through to the end with no other changes. This kills Scylla Cartier-Wells in her memory and brings you one step closer to an Achievement/Trophy.



Turn off the Airbag to find the Memory Bug in this memory remix.

Now it's time to remix the memory so that Scylla feels guilty for the crash. It's Edge's hope that Scylla's entire worldview will change if she not only feels guilty for the loss of her leg, but is troubled by causing her daughter to experience such a traumatic moment.



Break the Windshield to set the crash in motion.

To accomplish this, rewind the memory and activate the Cup Holder, Handbag, Jax, and Windshield. Watch the scene play out to see how the little girl's behavior changes and how—and why—Scylla can think herself responsible for the crash.



BIRTHDAY CRASH

Remix Scylla's memory to make her think herself responsible for the crash. Activate the Cup Holder, Handbag, Jax, and Windshield to shift responsibility of the crash and change Scylla's entire personality.

ARE YOU MY MUMMY?

Nilin made her way to the Memorize Headquarters and, using the security captain's memory, was able to gain access via the VIP Access. Once inside, Nilin was able to remix the memory of Memorize's President, Scylla Cartier-Wells, and gain her assistance in escaping before additional security forces arrived on the scene.

06 ROTTEN CORE

I am the daughter of Scylla Cartier-Wells! I am the lost heir to the Memorize dynasty! This is one screwed up joke. Just as I was gaining my bearings—a sense of purpose—now I'm lost again in a sea of uncertainty.

What kind of twisted game is Edge playing? Can I even trust him? But still, he wants to show me that his fight is just. So one last time I'll place my life in his hands and follow his lead. He said that Memorize's most shameful secrets are hidden, buried beneath La Bastille. This was the justification for me to remix my own mother...a mother that I had forgotten I had...Eating my past to create a better future. I'm tired of running. And I want answers.

LA BASTILLE BASEMENTS

SUNDAY, 17 > SEPTEMBER 2084 > 22:18

COLLECTIBLES

- SAT PATCHES 3
- FOCUS BOOSTS 2
- MNESIST MEMORIES 5
- SCARAMECHS 12

ABILITIES GAINED

- PICK-SOCKET
- SENSEN CAMO

ENEMIES ENCOUNTERED

- STRANGLER LEAPER
- RECONVERSION LEAPER
- ELITE ENFORCER
- HEAVY ELITE ENFORCER
- PRISON ENFORCER
- SERAPHIM
- NEPHILIM
- SKINNER LEAPER
- MOURNER LEAPER

OBJECTIVES

- GET IN THE ELEVATOR
- FIND BAD REQUEST'S PICK-SOCKET
- GET TO BAD REQUEST
- GET TO BAD REQUEST'S CELL
- FIND DOCTOR QUAID
- TRACK QUAID DOWN

GET IN THE ELEVATOR

OBJECTIVE

Nilin isn't in the mood for talking, but Edge needs her to free Bad Request from within La Bastille. Even with Madame's defeat, Dr. Quaid still holds Bad Request hostage.

"OUR ONLY TRUTH IS OUR SORROW."

– ALPHONSE DE LAMARTINE

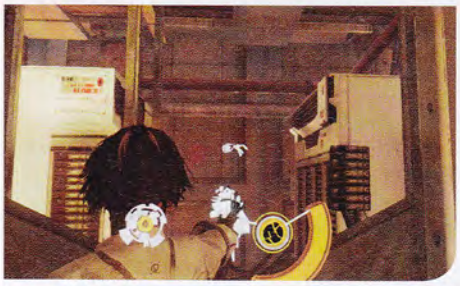


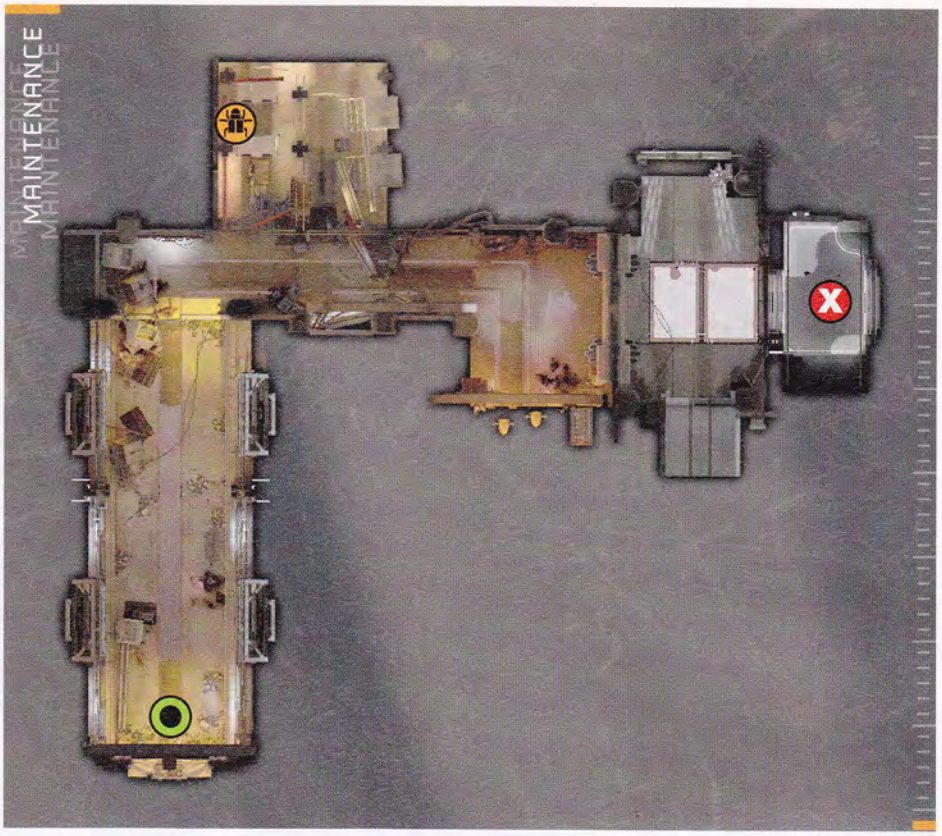
MAINTENANCE

Proceed into the maintenance area of La Bastille Penitentiary and climb onto the walkway ahead. Walk along as Edge gives Nilin her next set of instructions.

SCARAMECH >>>

Listen to Edge's instructions regarding Bad Request and watch for a curious Sensen prompt on the left, just past the first turn. Climb onto this obstacle and walk as far as possible to locate the Scaramech off to the left.



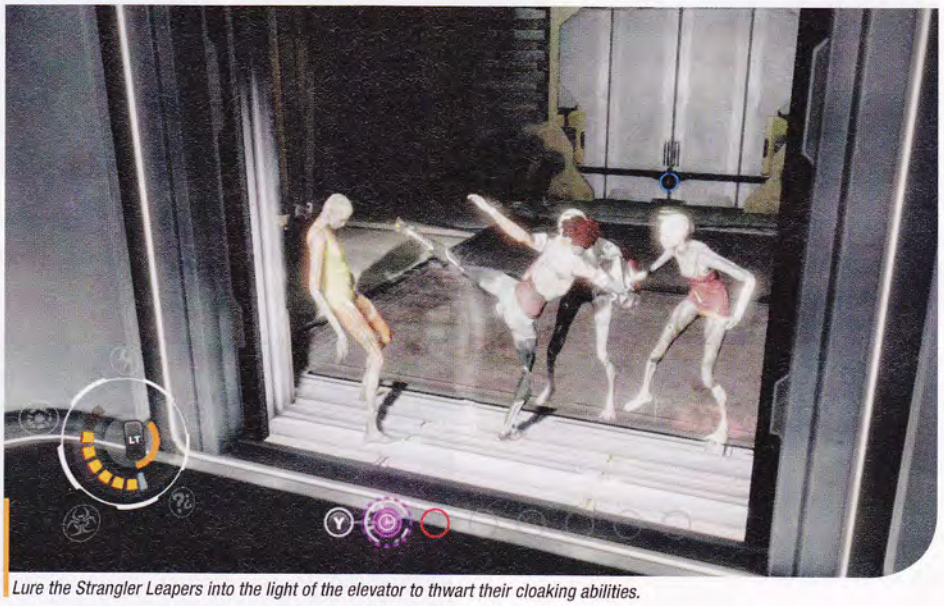


Use the Force Spammer to slide open each of the gates blocking the elevator door then raise the shutter from the bottom to enter the next room. Approach the elevator call button and press it to summon the elevator.



Opening the door to the elevator lobby is a three-step process.

Several Strangler Leapers attack while Nilin waits for the elevator. Unfortunately, it's quite dark and she's out of Focus. Stay on the move to avoid their attacks while you wait for the elevator to arrive. Lure the Strangler Leapers into the well-lit elevator once it arrives where it's far easier to pummel them. Press the elevator button to descend from the second basement floor all the way down to the thirteenth floor deep, deep underground.



Lure the Strangler Leapers into the light of the elevator to thwart their cloaking abilities.

FIND BAD REQUEST'S PICK-SOCKET

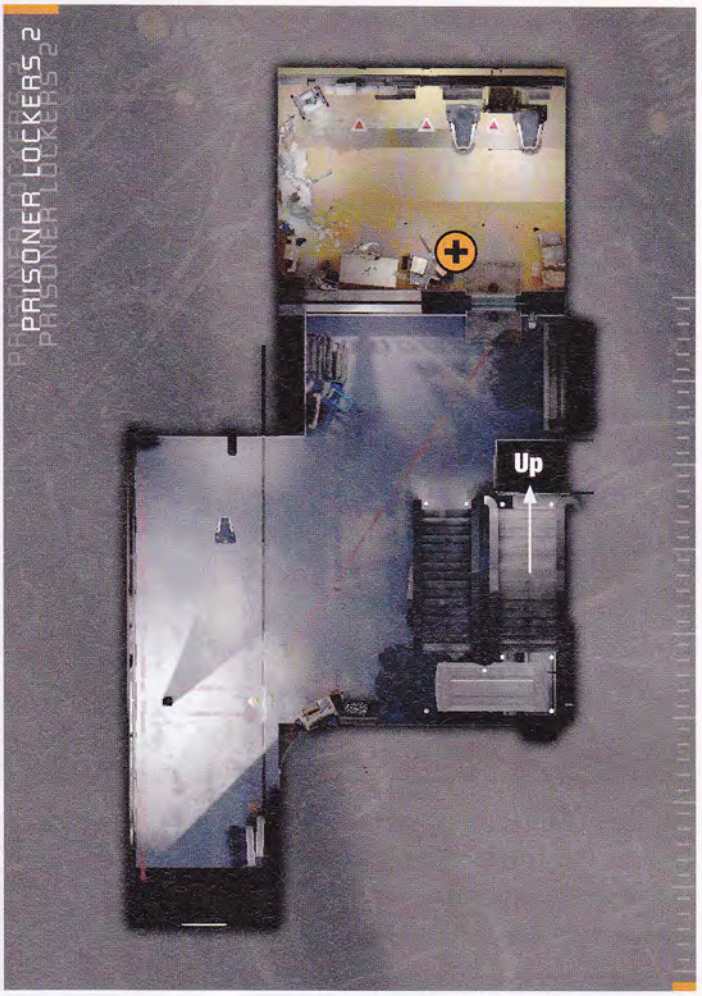
OBJECTIVE

Nilin needs to obtain Bad Request's Pick-Socket from the prisoner lockers if she's to have any chance of making her way past the numerous safety locks barring access to this section of La Bastille.



PRISONER LOCKERS





Exit the elevator near the SAT Hatch and proceed down the hall towards the stairs. Study the Errorist Memory closely to see that Nilin's locker follows Bad Request's locker—this becomes important soon enough.

Descend the stairs and use the Force Spammer to lower the middle rack as far as it will go. Climb onto it, vault over to the side facing the Control Room, and leap to the ledge above. Step through the forcefield to activate the locker control room, making it possible to sift through the prisoners' belongings.



Lower the locker into position, climb on, and then leap to the Control Room floor.

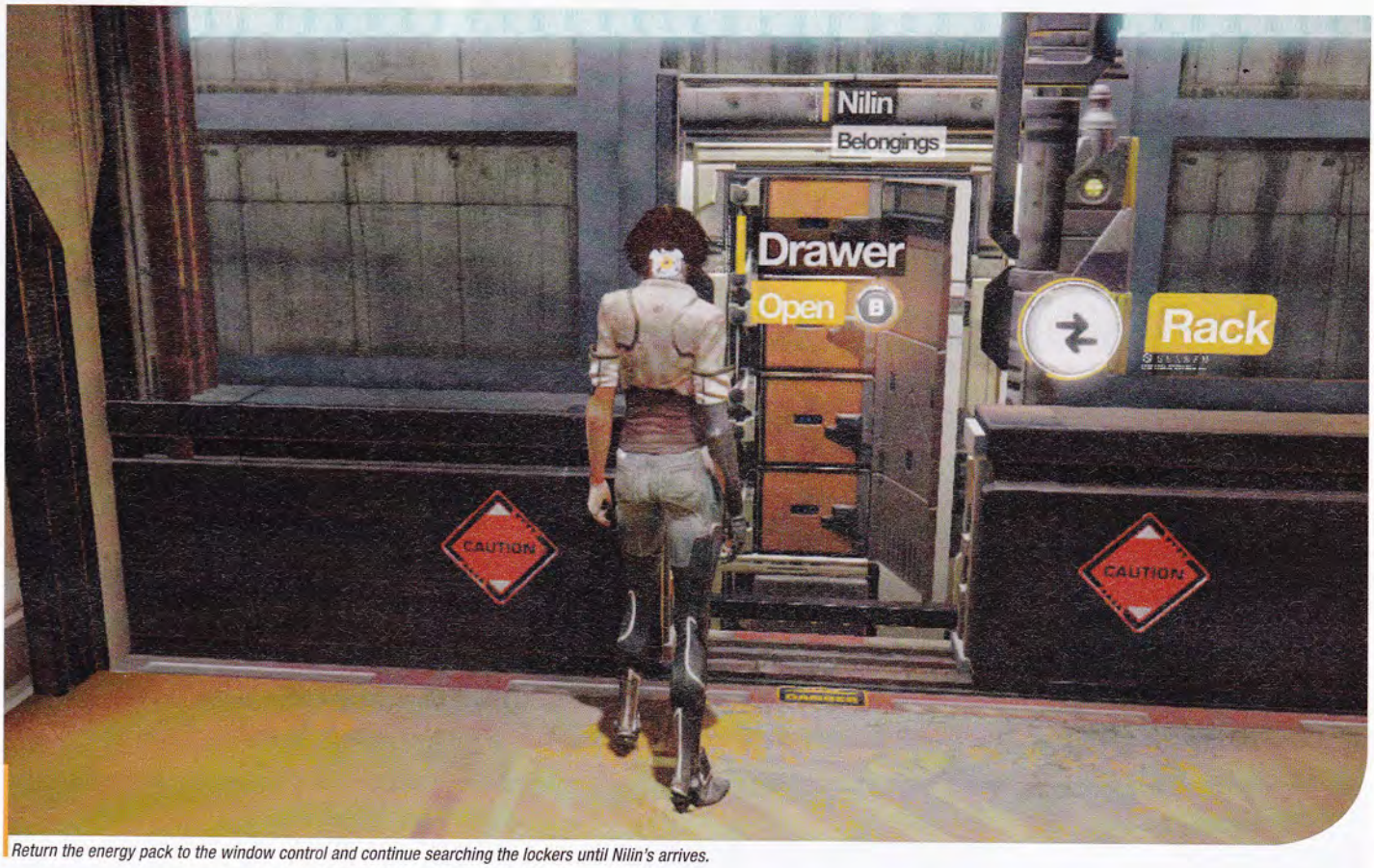
Use the Force Spammer to slide the first prisoner's locker away to the left. The rack automatically fetches the next locker and opens it in front of Nilin. Continue sliding the various lockers away to the left until Bad Request's locker arrives. Open the drawer to collect the Pick-Socket.



Continue sliding lockers out of the way to the left until Bad Request's locker arrives.

The Pick-Socket allows Nilin to overload the highest security locks with a salvo of energy. Test it by using the device to extract the battery pack out of the window panel control to the right of the locker. Turn around and fire the energy pack into the door control. Think of the Pick-Socket as a high-tech device that can extract batteries from one secured device and insert them into another.

Don't use the door control just yet! First, extract the energy pack and return it to the window control. Continue to slide the lockers out of the way until Nilin's locker arrives. Open the drawer to find a well-hidden **Focus Boost**!



Return the energy pack to the window control and continue searching the lockers until Nilin's arrives.

GET TO BAD REQUEST

OBJECTIVE

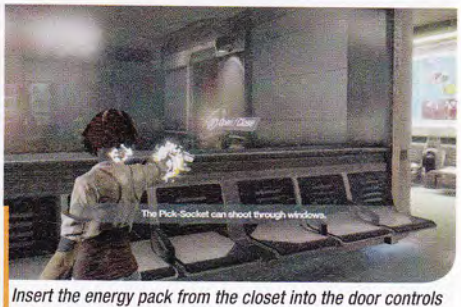
Objective: Now that Nilin has a way of bypassing the safety locks, it's time to search for Bad Request.

SCARAMECH >>>

Enter the administration area after getting the Pick-Socket and approach the storage closet on the right. Leave the energy pack inside the socket until after you've shot the Scaramech inside this closet.



Return the energy pack to the door control under the sign for Administration and Prisoner Belongings. Enter this large office, locate the Scaramech in the closet, then extract the energy pack from the closet door controls. It's possible to use the Pick-Socket through windows, which Nilin must do right now. Shoot the energy pack through the window to the left at the door control to the next room. Enter this larger interior office, extract the energy pack again and turn around. The door leading out of this office is locked from the outside. Hug the left-hand side of the office and shoot the energy pack through the small window near the desk to open the exit door. Before you leave this room, be sure to follow the sound of the beeping to a **Mnesist Memory** in the back of the server room on the right.



Insert the energy pack from the closet into the door controls beyond the window.





Once inside the interior office, shoot the energy pack through the window to the door controls for the exit.

No Packs Left Behind

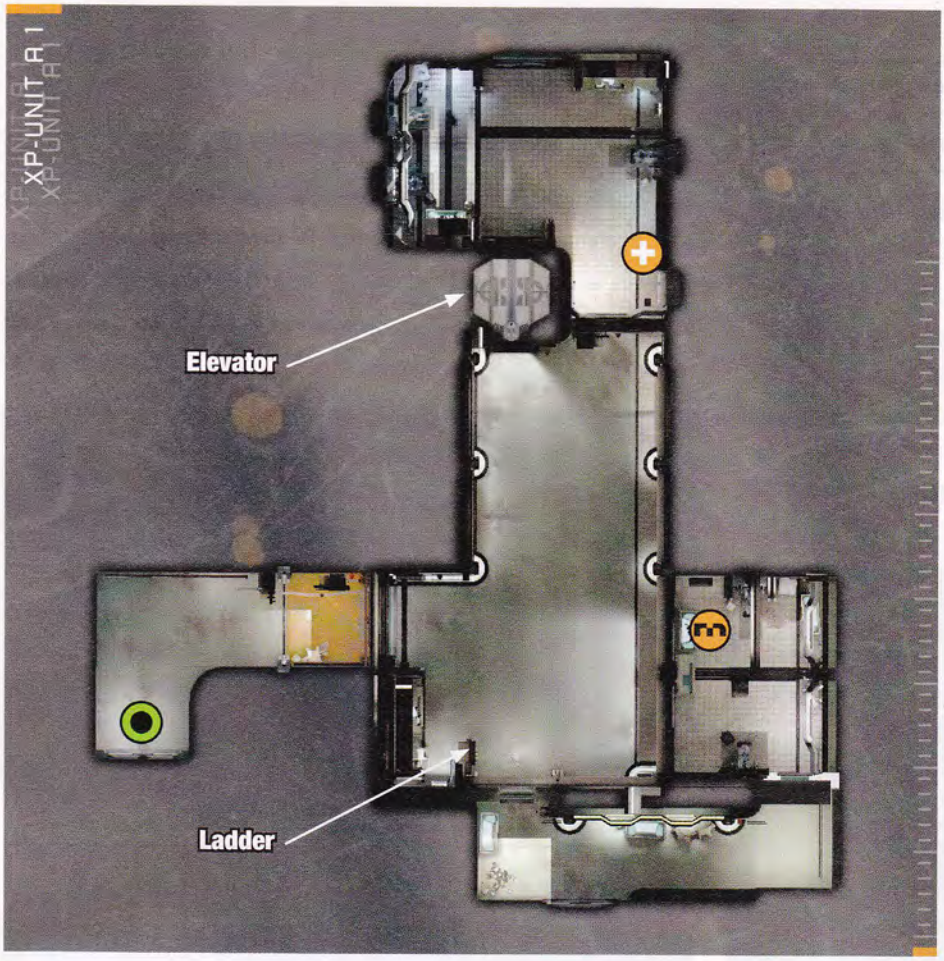
Try to always take the energy pack with you, as it might come in handy later on. Naturally, you can't take the energy pack with you via the Pick-Socket when you have to continue through the door you're using it to open, but you should always look for additional places to use the Pick-Socket first. Nilin can still use the Spammer and Junk Bolt even when the Pick-Socket is carrying a charge.

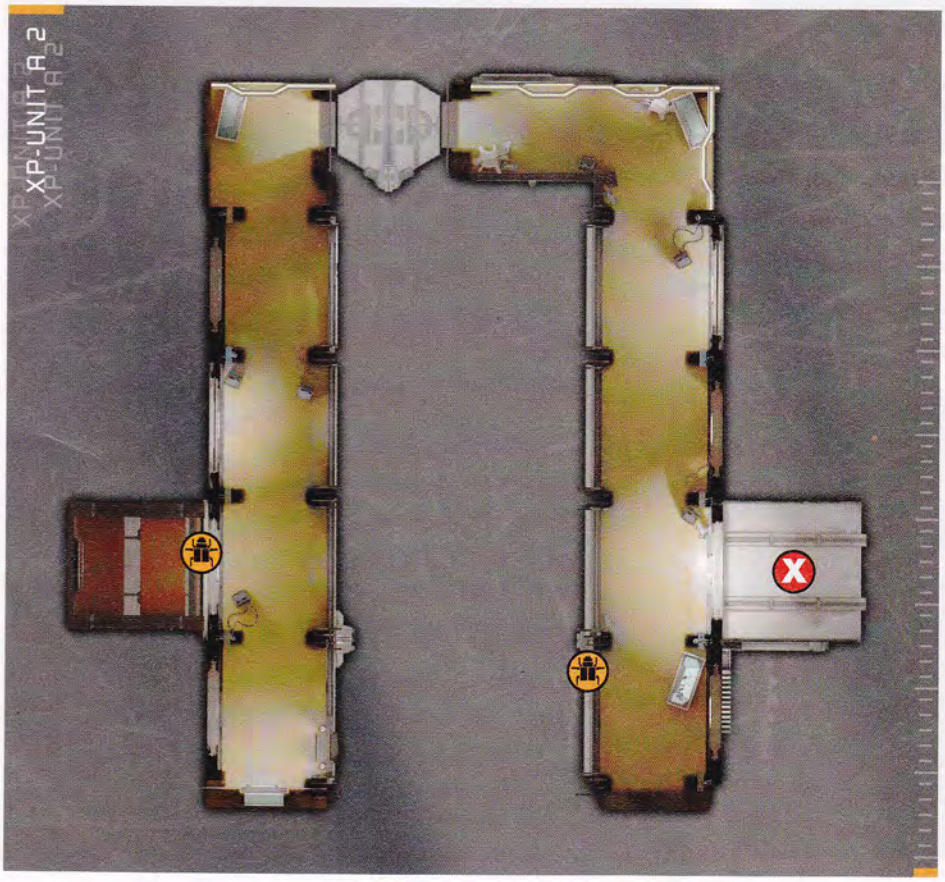
Exit the office to return to the top of the stairs, right where the elevator first let Nilin off on this floor. A new Errorist Memory panel has been left for her near the top of the stairs.

Extract the energy pack from the door you just exited and descend the stairs. Use the Pick-Socket to insert the energy pack into the maintenance door in the right corner of the lower level and locate the **SAT Patch** inside this noisy area. Return the way you came and take the energy pack with you. Use it to open the door just beyond the elevator.



Don't miss this SAT Patch inside the maintenance room located downstairs.





XP UNIT A

Stand on the orange painted floor so the camera can detect Nilin's presence and wait for it to open; listen carefully to the security system's message to understand *why* it opened. Nilin is now inside XP Unit A, where many of the prisoners undergoing reconversion are being held. Climb the ladder on the right and circle around the upper balcony to the other side of the room to reach Bad Request's cell.



Make your way to Bad Request on the upper balcony, opposite the ladder.

Bad Request's cell is extracted and relocated shortly after Nilin reaches it. Her presence has been detected and a Security Drone dispatched. There's nowhere to hide! Nilin must leap over the railing and drop to the lower floor. Once there, an Elite Enforcer and several Reconversion Leapers attack. Dispatch the Reconversion Leapers with Combo Pressens, then turn your attention to the Elite Enforcer. Use Regen Pressens to beat it back.

A second Elite Enforcer attacks alongside four Reconversion Leapers. Fortunately, Nilin learns the Sensen Camo S-Pressen just in time—now she has access to all of her S-Pressens! Activate Sensen Camo to turn invisible and, without attacking any enemies or triggering any other S-Pressens, walk up behind the Elite Enforcer and Overload it when prompted. This not only eliminates the Elite Enforcer, but cuts the supply of Sensen power to the Reconversion Leapers, making them susceptible to a Sensen DOS. Better yet, place a Logic Bomb on one of them while they're grouped together to kill the whole group at once. A third Elite Enforcer attacks towards the end of this battle.



Sensen Camo yields 30 seconds of invisibility, but comes with a 180-second cooldown.

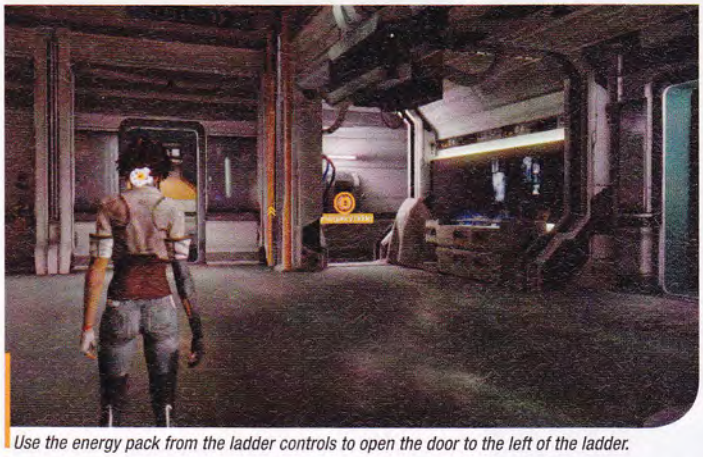
GET TO BAD REQUEST'S CELL

OBJECTIVE

Bad Request's cell was relocated somewhere within La Bastille's lower levels. The only way Nilin is going to ever find her way to Dr. Quaid is by finding Bad Request and stealing his memory.

The Security Drone left the area, but XP Unit A is still on lockdown. The elevator has returned to its lower position and the upper doors have sealed shut—Nilin can't just climb the ladder to go in search of Bad Request.

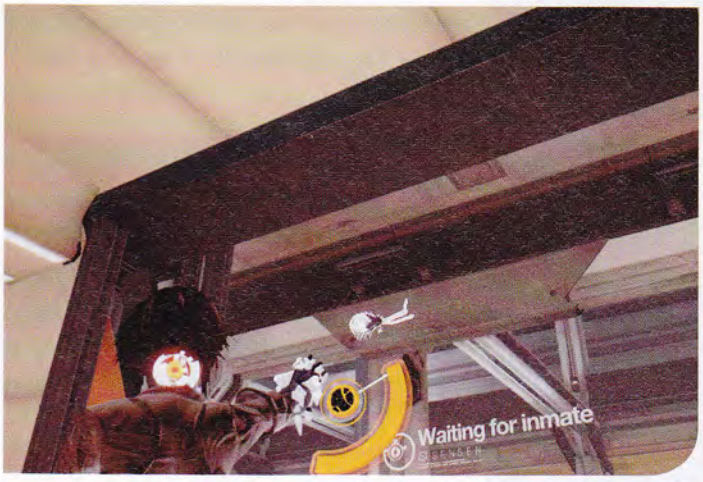
Extract the power pack from the emergency ladder with the Pick-Socket and use it to open the door immediately to the left of the ladder. Follow the corridor to the room containing a **Mnesist Memory** then return the way you came. Extract the energy pack with the Pick-Socket once again and use it to open the door to the trauma room at the other end of the floor, where the Elite Enforcers entered. Extract the power pack and use it to power up the elevator.



Use the energy pack from the ladder controls to open the door to the left of the ladder.

SCARAMECH > > >

Board the elevator from within the trauma room and use the Pick-Socket to power it up. Exit to the right, extract the energy pack, and use it to open the cell near the emergency ladder. There's a Scaramech inside this cell, above the door. Exit the cell, take the energy pack, and leap down to the lower floor and ride the elevator up again.



Board the elevator inside the trauma room and insert the energy pack into the controls to ride the elevator up to the second level. Extract the energy pack and use it to open the door where Bad Request's cell was located.

SCARAMECH > > >

This Scaramech is just outside Bad Request's former cell location. Continue along the upper walkway to the end of the path, just beyond the cell, and turn around. The Scaramech is on a pillar overhanging the railing.



PRISON CELL INTERSTICE



Leap across to the ledge and make your way left through this space behind the cells. Run and leap across the gap then carefully drop into a hanging position and make your way to the cables behind the fencing. Use a Junk Bolt to destroy the cables to disrupt the cell dispatch control unit, making it possible for Nilin to use her Force Spammer to move them manually.



Drop into a hanging position then leap down to shoot the wires for the cell dispatch control unit.

Don't climb back up just yet! Hug the wall opposite the cables and sneak through the narrow passage to find the **SAT Patch** revealed in the Errorist Memory near the entrance to this area. This should give Nilin an extra chunk of health if you've found them all so far. Return the way you came and climb up to where the large crate is. Use the Force Spammer to slide it to the left so Nilin can continue.

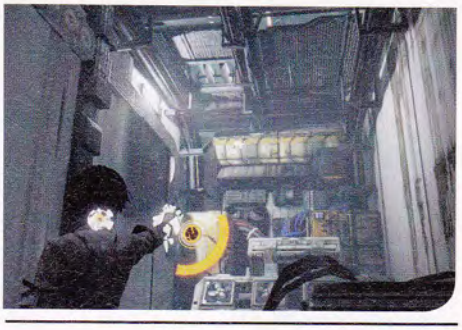


With her back to the cell dispatch control unit, Nilin can slip through this narrow space on the left to find a SAT Patch.

Nilin spots Bad Request in his cell to the left. Now it's time to follow it through this space between the cell blocks. Lower the cell directly in front of your position and jump to the ledge. This drops to a lower level—don't be alarmed, as Nilin doesn't fall.

SCARAMECH >>>

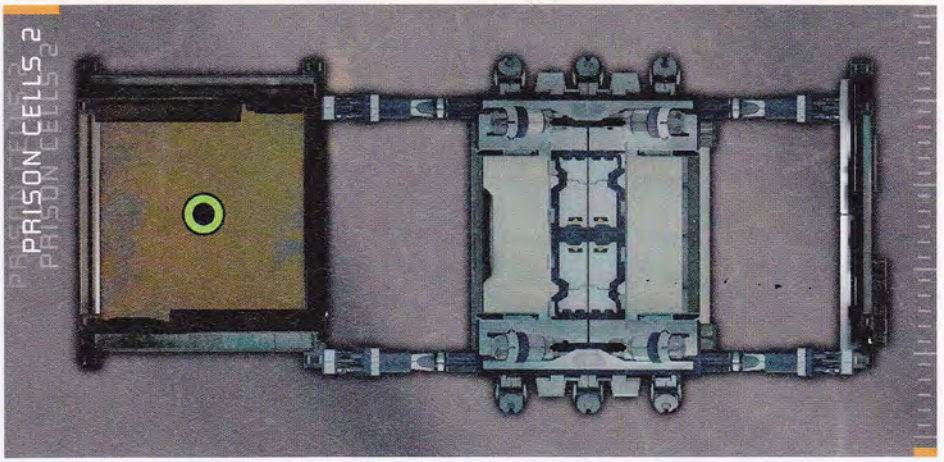
Leap to the rail above the cell that you lower out of the way and wait for it to fall under Nilin's weight. Turn around to face the direction you came from and use a Junk Bolt to destroy the prison cell connection. Leap across and enter the maintenance hall to find a Scaramech. Return to the center.



SCARAMECH >>>

Jump to the center rail after lowering the cell out of the way and watch it fall to the lower level. Jump across to the other side and round the corner to the left, near the metal railing. The Scaramech is on a beam overhead.

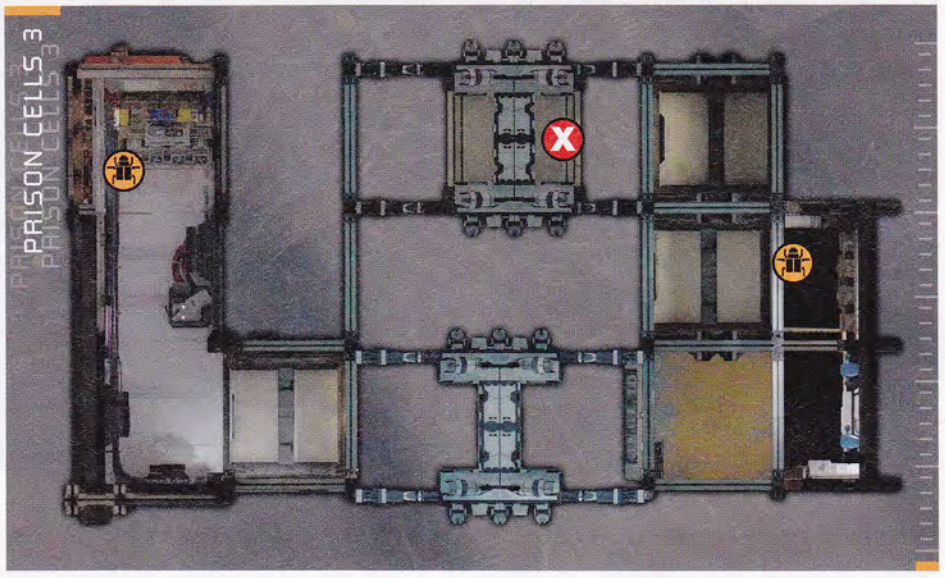




Now it's time to use the Force Spammer to make your way through the rest of the interstice. Use the Force Spammer to lower the cell in the center and run and leap across to the other side of the area. Continue onward, moving cells out of the way as necessary until you reach the end of the hall. Slide the center cell in front of Nilin and leap onto its edge. Traverse around the side and climb up into the brightly-lit cell right near the one containing Bad Request.



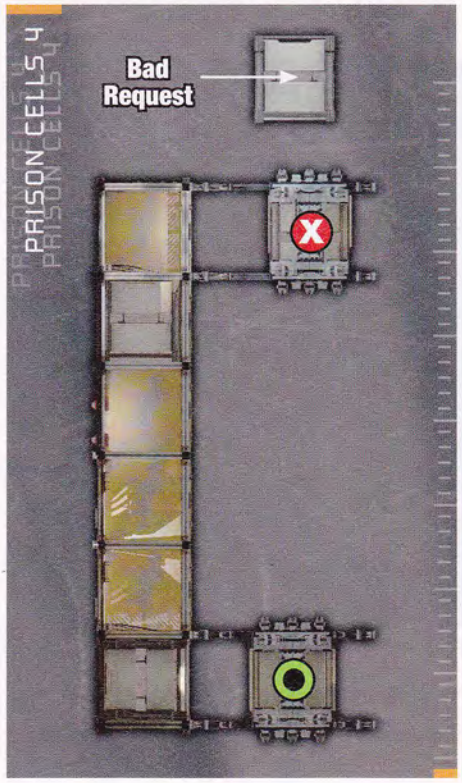
Raise and lower the cells as necessary to slide them out of the way so Nilin can advance.



Use the Force Spammer to lower Bad Request's cell into position near Nilin. Steal his memory when prompted to gain what's left of his memory of descending through Dr. Quaid's hell.



Climb into the white-lit cell and lower Bad Request's cell so it is even with the one Nilin is in.

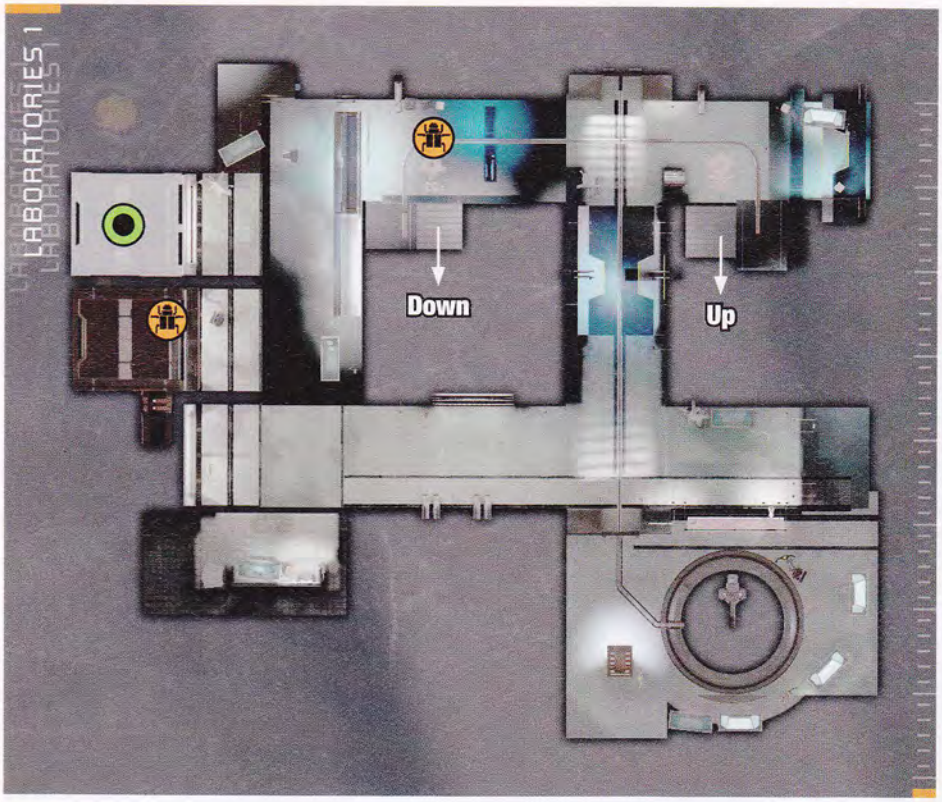


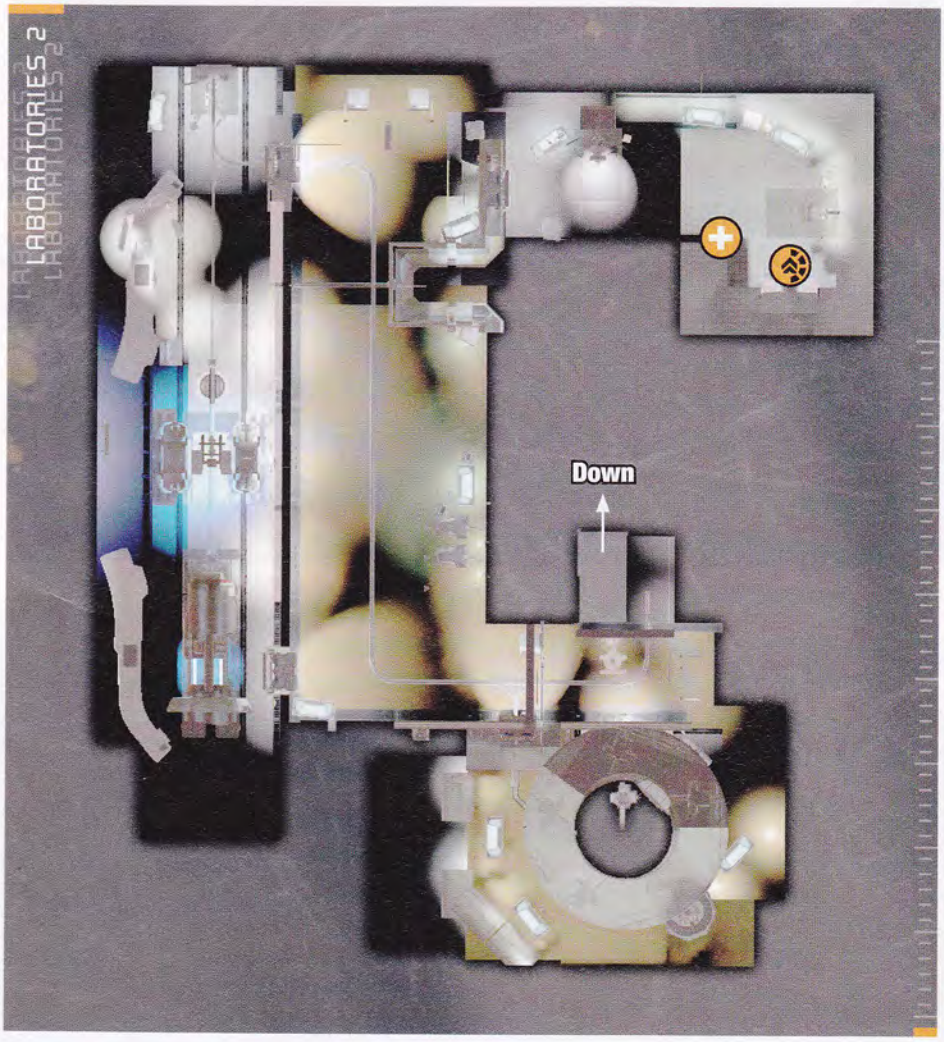
FIND DOCTOR QUAID

OBJECTIVE

Nilin succeeded in altering Scylla Cartier-Wells' plans for the Reconversion Project, but Dr. Quaid is ignoring her orders. Nilin must follow Bad Request's Remembranes and put a stop to Dr. Quaid.







LABORATORIES

The cell Nilin boarded docks in the laboratory section of the prison. Make your way along the hallway past the Biopsy Room to the first Remembrane and follow the image of Dr. Quaid and Bad Request leading into the Biopsy Room. Synchronize with the medical equipment power station inside the room then extract the energy pack.



Synchronize with the power station inside the room so Nilin can extract the energy pack.

SCARAMECH > > >

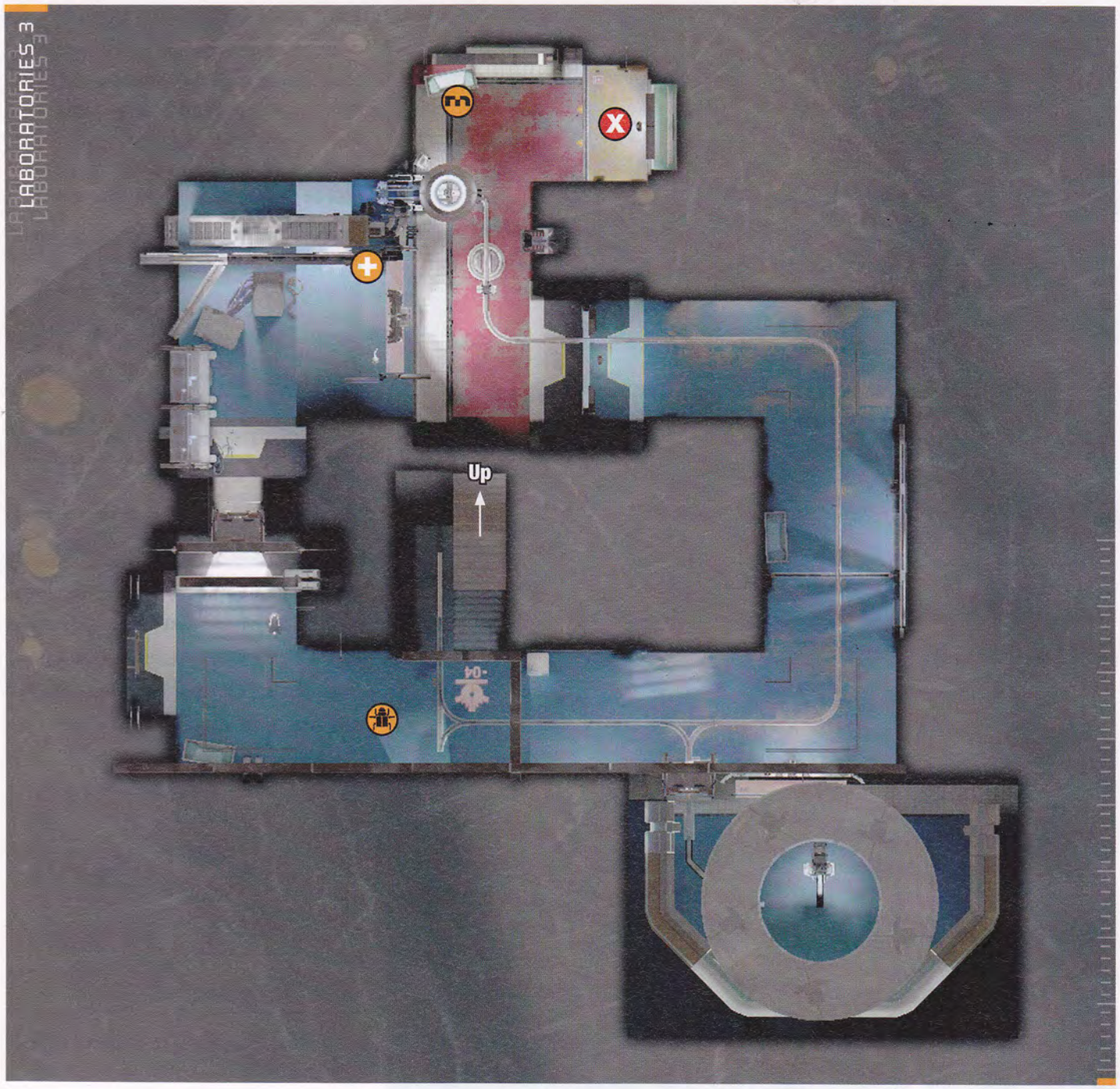
Use the Pick-Socket to extract the energy pack following the first Remembrane and take it all the way back to where Nilin first entered this floor. Use it to unlock the cell near the one she exited and shoot the Scaramech inside it.



Use the Pick-Socket to power up the Medical Chair control on the left and follow the chair as it makes its way through the locked glass door in the hallway towards the Trauma Room. Watch the Remembrane outside the Trauma Room (purely informative) then ascend the stairs to the Neuro Ward.



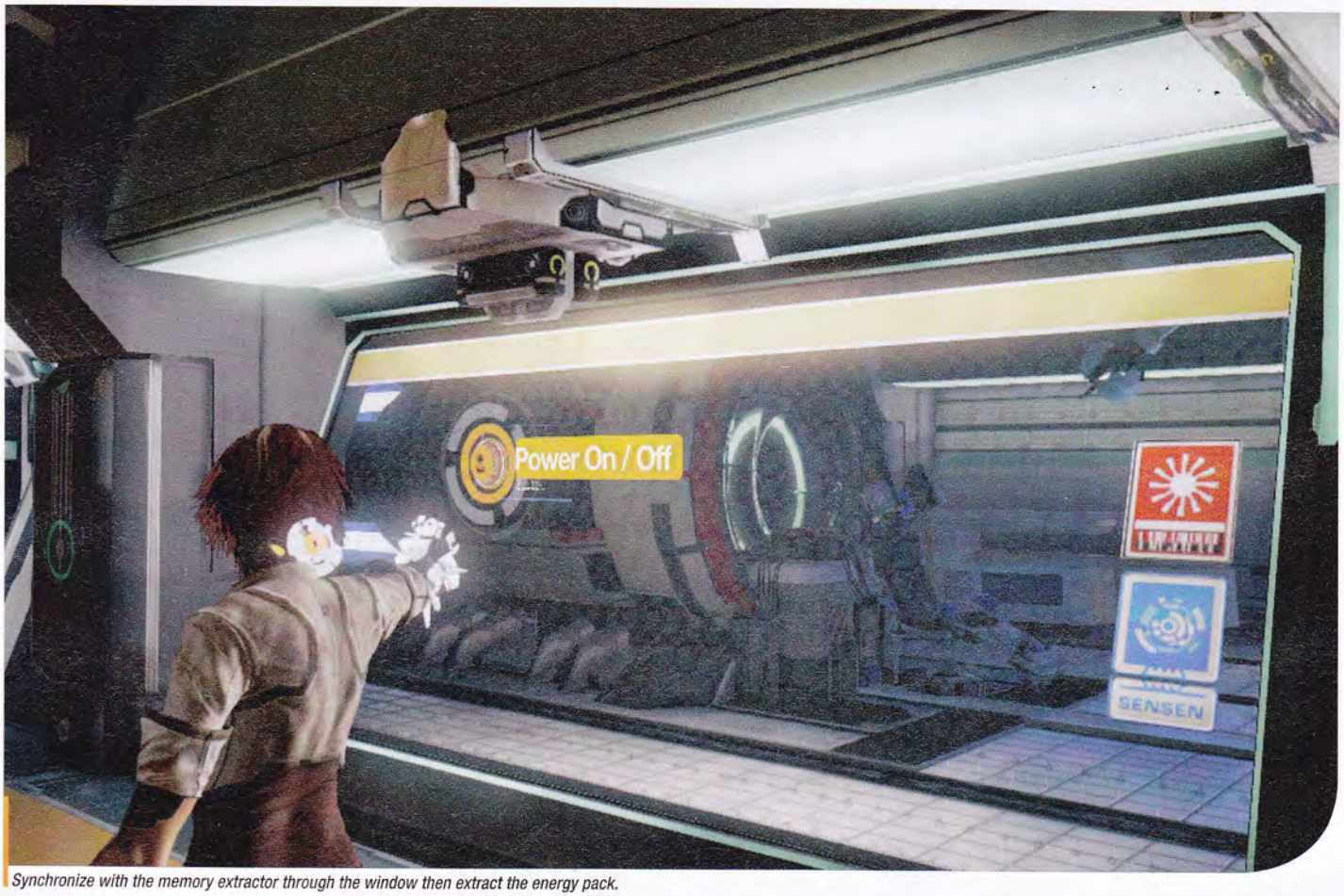
Nilin must activate the medical chair on each floor and follow it past the security cameras.


Up
-04


WAITING ROOM
EXIT
DATA RETRIEVAL
WAITING RO
DAY RO

Round the corner and defeat the two Reconversion Leapers and an Elite Enforcer. Build up your Focus on the Reconversion Leapers then use Sensen Camo to quickly dispatch the Elite Enforcer.

Activate the Remembrane outside the Memory Deletion room and walk alongside the images of Dr. Quaid and Bad Request as they move towards the apparatus on the left side of the room. Synchronize with the Memory Extractor during the Remembrane then extract the energy pack with the Pick-Socket. Turn around and use the energy pack to open the door across the hall to find a **Focus Boost** in the back corner.



Synchronize with the memory extractor through the window then extract the energy pack.

Take the energy pack down the hall to the medical chair controls in the Neuro Ward and follow the chair down the stairs, past the security doors near the Trauma Room, and down the next flight of stairs.

SCARAMECH >>>

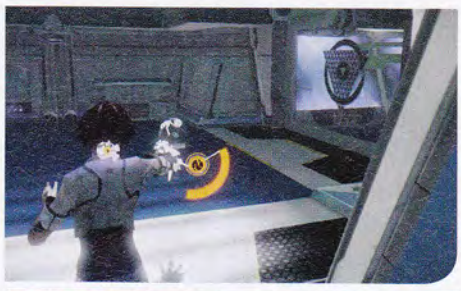
You hear the chirping of this Scaramech shortly after watching the Remembrane near the Memory Extractor play, but it's not accessible until you follow the medical chair through the security door. Don't descend the second set of stairs until after turning around to shoot this Scaramech located on the doorframe.



An Elite Heavy Enforcer and two Reconversion Leapers attack in this lower level of the laboratory. Fire a Junk Bolt at the Elite Enforcer to destroy its shield—the damage won't reflect—then take out the Reconversion Leapers to build up Focus so you can use the Sensen Camo. Heavy Elite Enforcers are vulnerable to the Sensen Camo Overload even with their shield, but it's worth destroying their shield to eliminate the threat of a Spartan Attack.

SCARAMECH >>>

This Scaramech is located on the back of the cleaning robot on the lower laboratory floor. Seek out the cleaning robot carrying this Scaramech before activating the Remembrane near the Triage Room door.

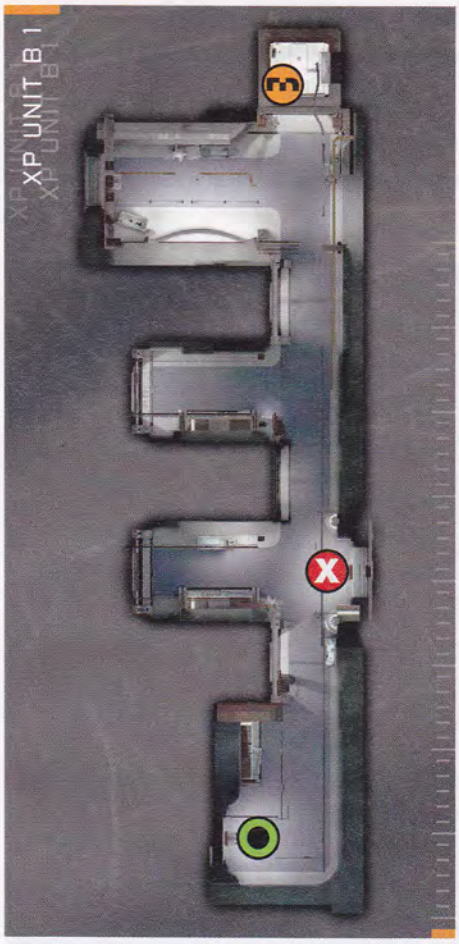


Activate the Remembrane and quickly loop back around in the opposite direction of the digitized chair to enter the Memory Storage room. This is the only way to be in position to synchronize with the image of Dr. Quaid. Use the Pick-Socket to extract the energy pack and insert it into the controls for the Medical Chair outside the IC Unit room. Follow the chair as it winds its way through this lower laboratory level and enter the Triage room where you find a **Mnesist Memory**.



Sprint back around to the storage room in time to synchronize with the image of Dr. Quaid.





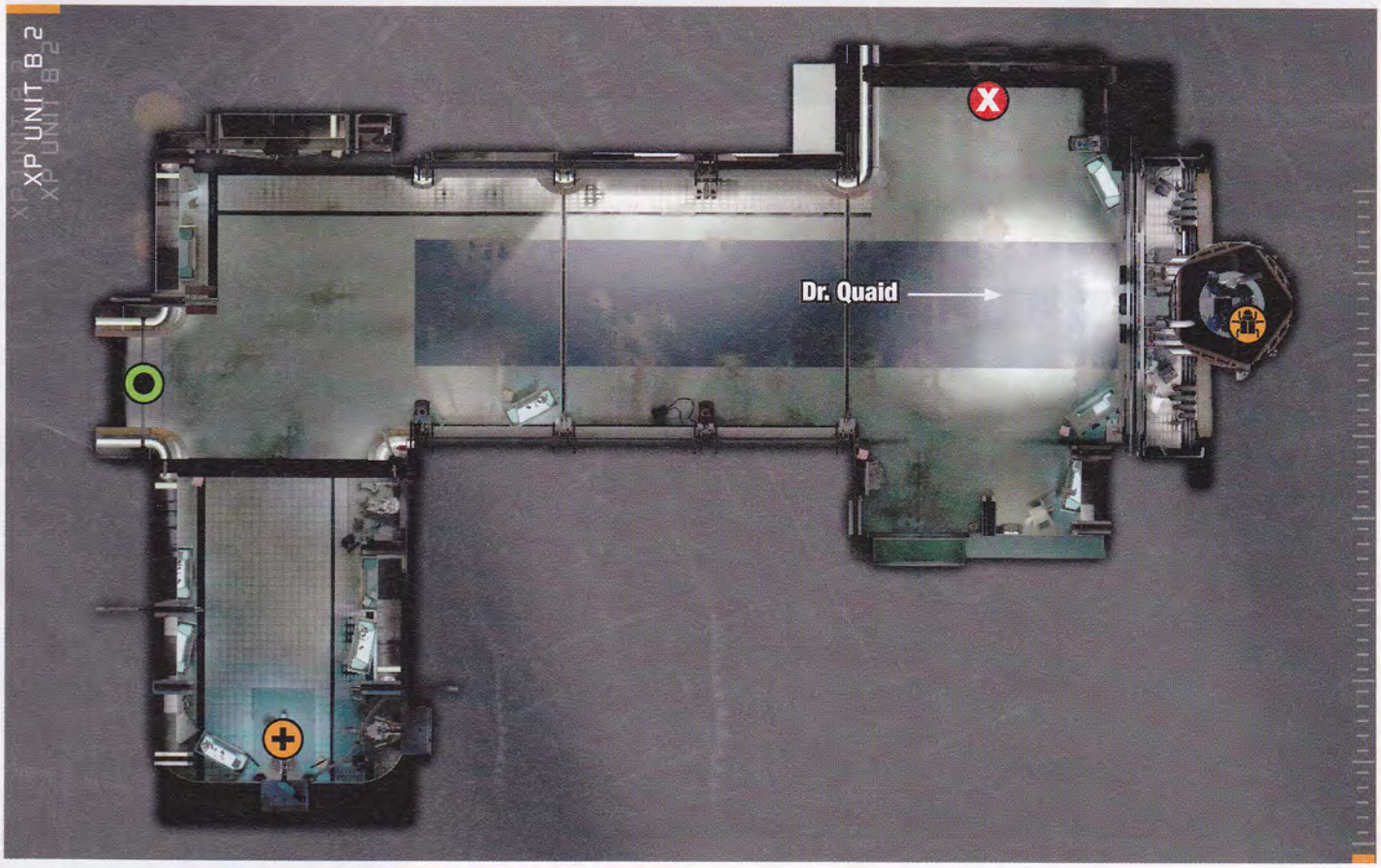
XP UNIT B

Proceed through the doorway into sector XP Unit B of La Bastille, an area that will undoubtedly start to look very familiar. Continue to the end of the hall and retrieve the **Mnesist Memory** from within the cell—Nilin's cell—before extracting the energy pack from the door controls.



Retrieve the Mnesist Memory from within Nilin's former cell before using the Pick-Socket on the door controls.

Return the way you came and use the energy pack to open the door on the left-hand side. Immediately shoot the door control above the door to the interior room on the right to find a **SAT Patch** near the body in the chair.



Continue to the rear of the main room where Nilin had originally been told to stand in line and wait her turn in the chair—the very chair Edge saved her from. Dr. Quaid wastes no time in summoning several Elite Enforcers to defend him, but they're not alone. Johnny Greenteeth appears and chases away Dr. Quaid—it was Johnny Greenteeth whose shimmering visage seemed to be tracking Nilin through the prison.

With Dr. Quaid fleeing, Nilin is left to battle with Elite Enforcers, a standard Enforcer, and two Seraphim. Take aim at the Seraphim with the Spammer and Junk Bolt while dodging the attacks from the others. Use a Logic Bomb on the standard Enforcer to soften up the others so you can finish them off with little effort. Resist the urge to use Rust in Pieces on a Seraphim with the Elite Enforcers around, as their attacks will simply be reflected. That Focus is better served elsewhere.



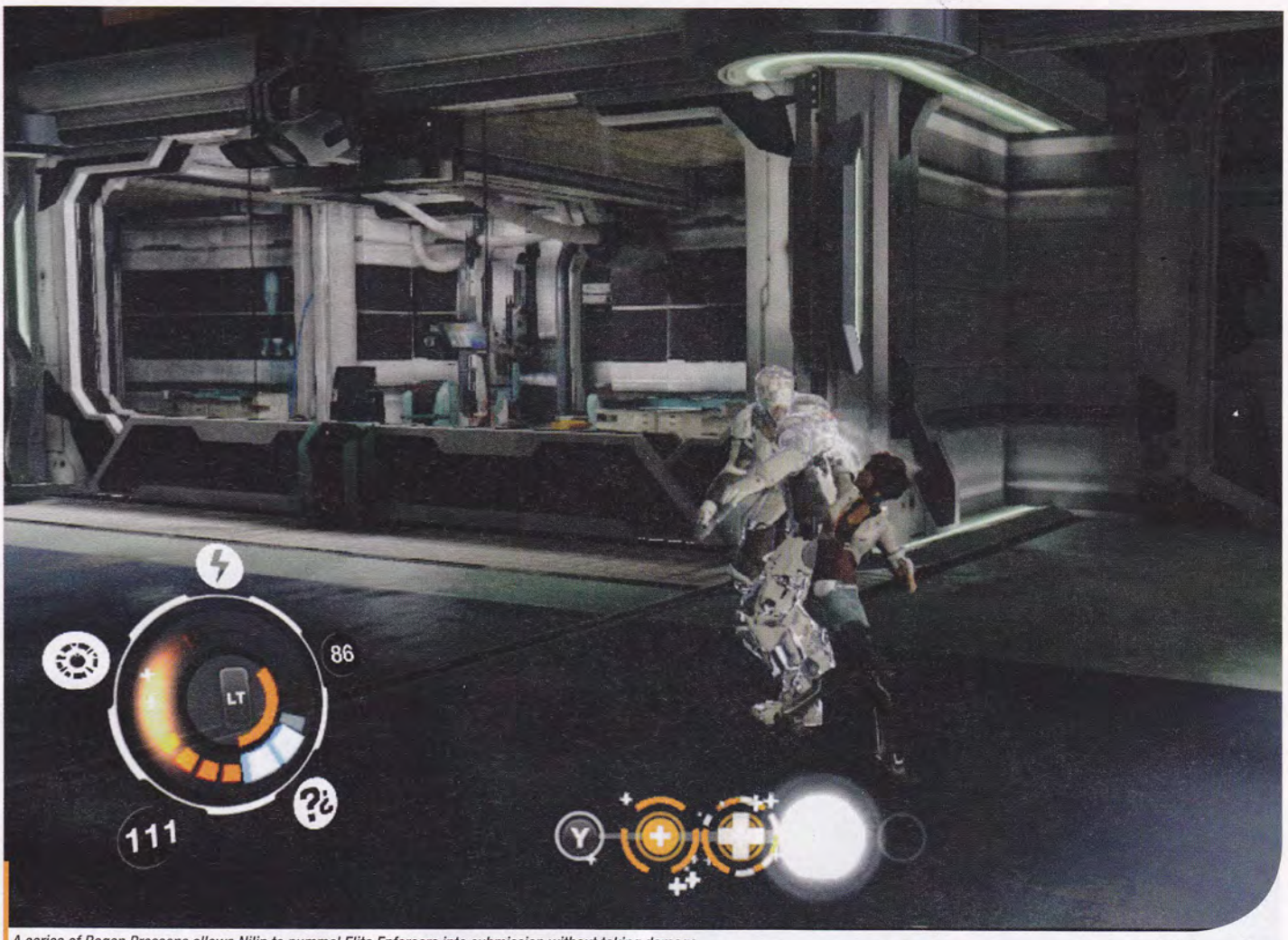
Dodge the incoming Seraphim attacks while waiting for their shields to lower.

Many more Elite Enforcers, Enforcers, and Nephilim attack in the second wave. Use Rust in Pieces against a Nephilim while it's near the Elite Enforcers and use Pressen Combos against the Enforcers to replenish spent Focus. Use Sensen Camo to Overload one of the Elite Enforcers then finish off the other with Regen Pressens.



Escape the Rust in Pieces blast area as the Enforcers get sucked towards the Nephilim.



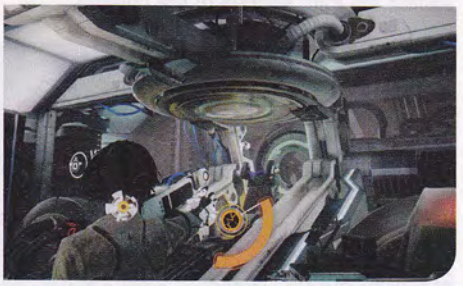


A series of Regen Pressens allows Nilin to pummel Elite Enforcers into submission without taking damage.



SCARAMECH >>>

This Scaramech can be hard to hear given its distance from where Nilin is standing, but it's easy to target. It's located on the back of the machine with the large chair. Shoot it immediately after the battle.



TRACK QUAID DOWN

OBJECTIVE

Dr. Quaid took off running at the first sight of Johnny Greenteeth. Now it's up to Nilin to chase him down!

ZORN CORRIDOR REVISITED

Raise the metal shutter on the left to enter the corridor where Nilin first fled La Bastille's security forces. Use the SAT Hatch on the right and raise the next shutter to continue.



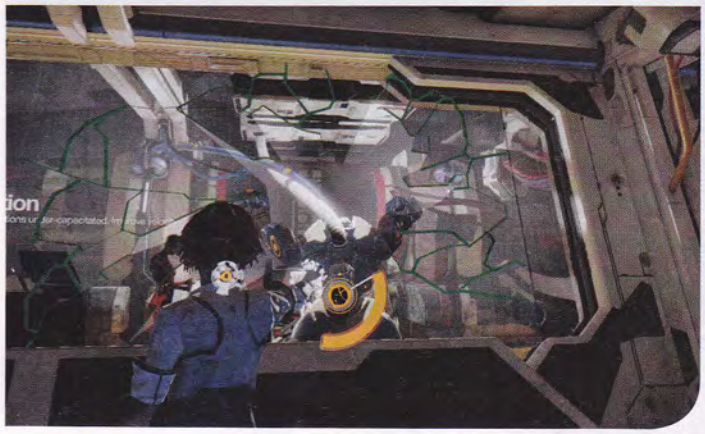
RUST IN PEACE

Stand near the broken glass in the second section of the corridor and wait for the tethered Zorn to stir. Immediately fire a Junk Bolt at its chest to destroy it. That's all you have to do to take revenge on the Zorn that chased Nilin at the start of the game. Raise the metal shutter to enter the third section of this corridor and continue on ahead to the end of the hall.



SCARAMECH > > >

Stand outside the broken glass and fire a Junk Bolt at the Zorn inside the lab when it begins to rise. This not only unlocks an Achievement/Trophy, but it makes it possible to target the Scaramech on the Zorn's shoulder.

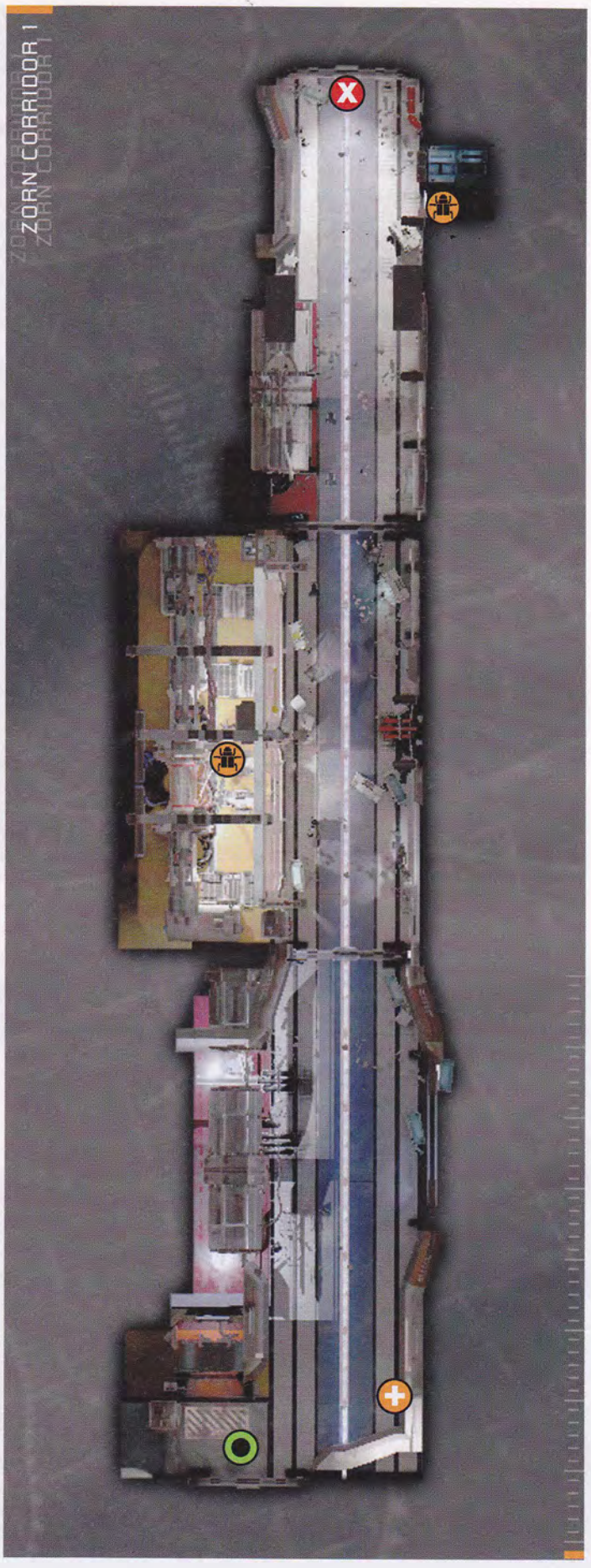


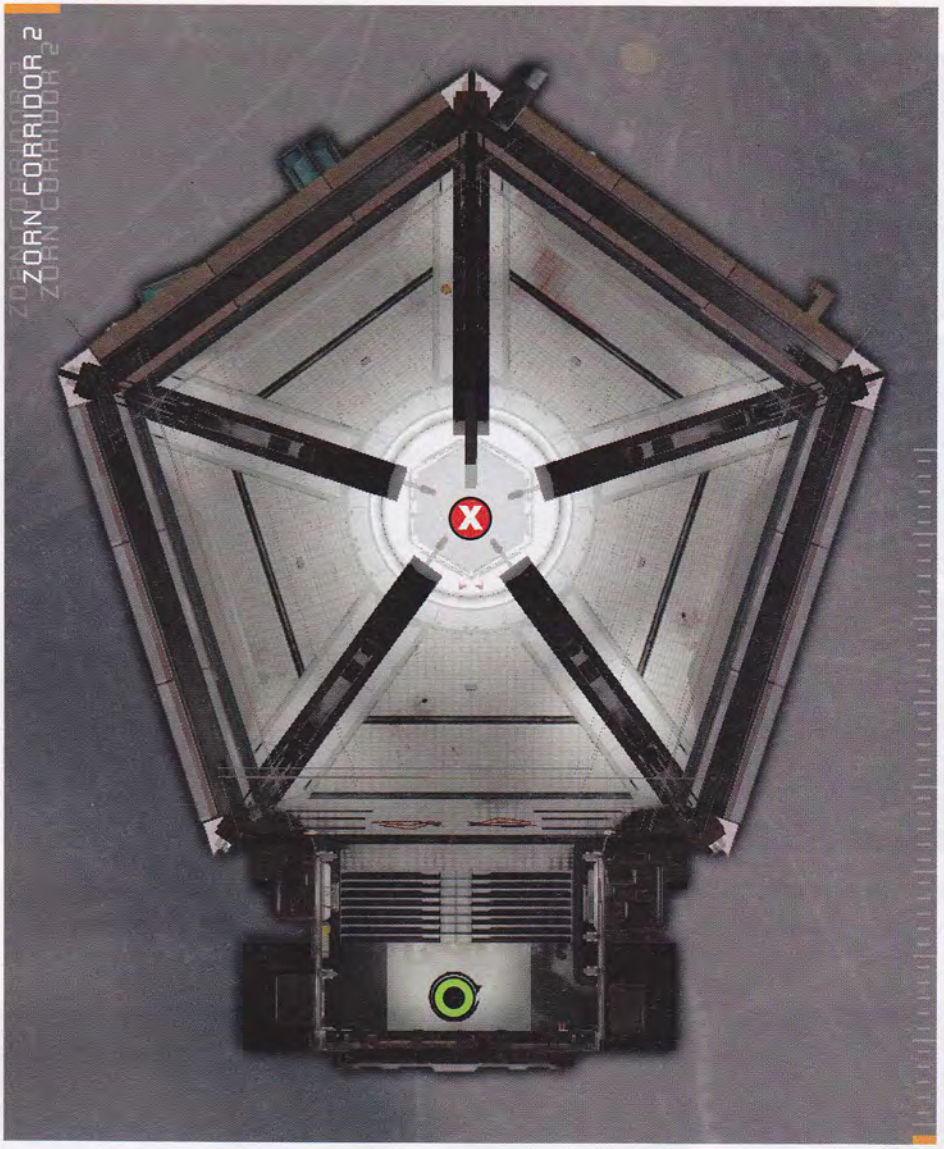


SCARAMECH > > >

This next Scaramech is behind the grate in the chute where Nilin first fled the Zorn during her initial escape from La Bastille. Shoot it before exiting the third section of the corridor.







Nilin exits the corridor, only to find Dr. Quaid in a large arena. Though he appears as if he's alone, nothing could be further from the truth. Dr. Quaid has an army by his side and he's more than happy to sic them on Nilin.



Resist the urge to use Sensen Fury or any other S-Pressens when battling the Reconversion Leapers.

The first wave of this battle contains numerous Reconversion Leapers and a Heavy Elite Enforcer. Use Sensen Camo to take out the Heavy Elite Enforcer, then use a barrage of Pressen Combos against the Reconversion Leapers to replenish Nilin's spent Focus, regain any lost health, and to ready the Sensen Camo S-Pressen for the next wave.

The second wave consists of standard Prison Enforcers. Use your Pressen Combos against these rather easy enemies to build up Focus and reduce Cooldowns.

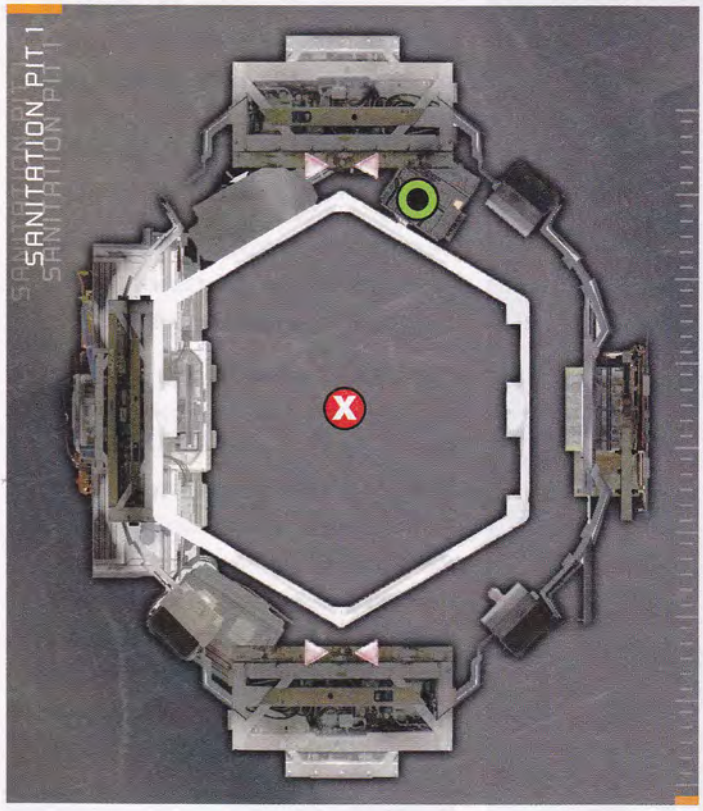
The third and final wave consists of two Elite Enforcers and two Skinner Leapers. Immediately trigger Sensen Camo to take out one of the Elite Enforcers. Now you can use Sensen DOS to render the Skinner Leapers vulnerable. Hit them with Cooldown Pressens to ready Sensen Camo again while you build up Focus. Nilin can finish off the Skinner Leapers with carefully aimed Junk Bolts—just make sure to not hit the Elite Enforcer. Once you've defeated one of the two Skinner Leapers, the other loses its rage powers and becomes much easier to kill. Finish it off then take out the remaining Elite Enforcer with Regen Pressens.

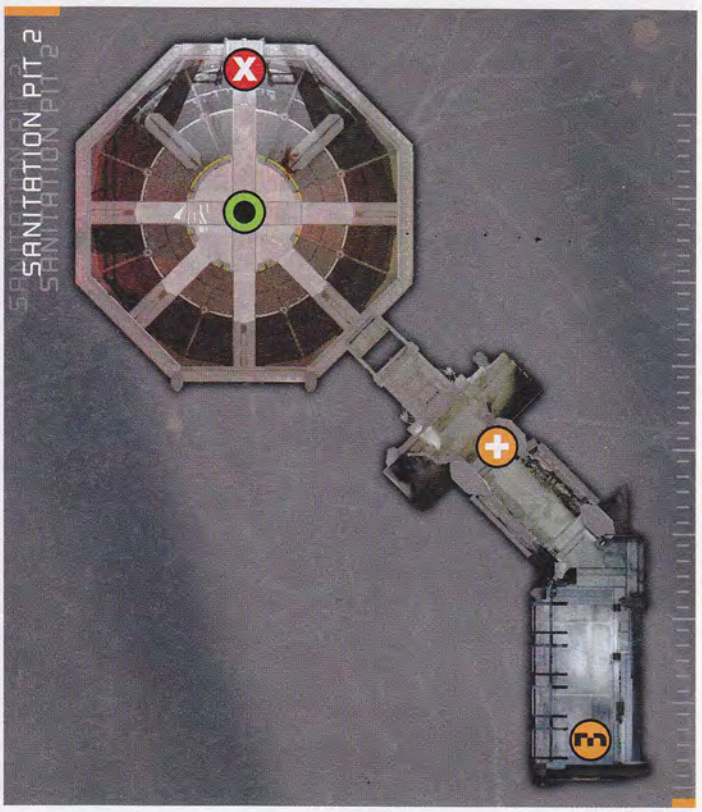


Don't hesitate to use Sensen Fury if you can lure the Skinner Leapers away from the Elite Enforcers.



SANITATION PIT

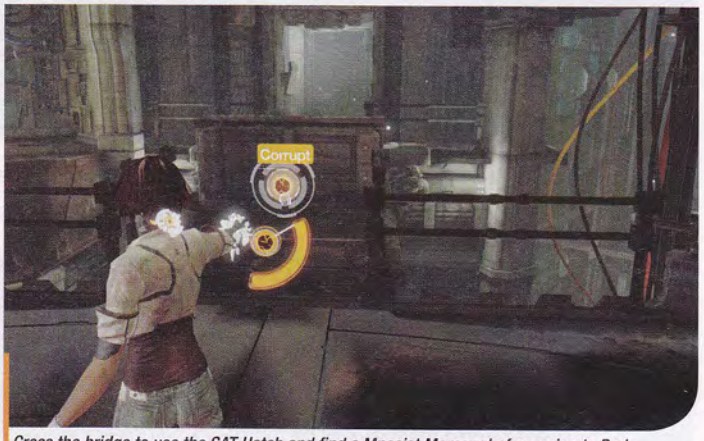




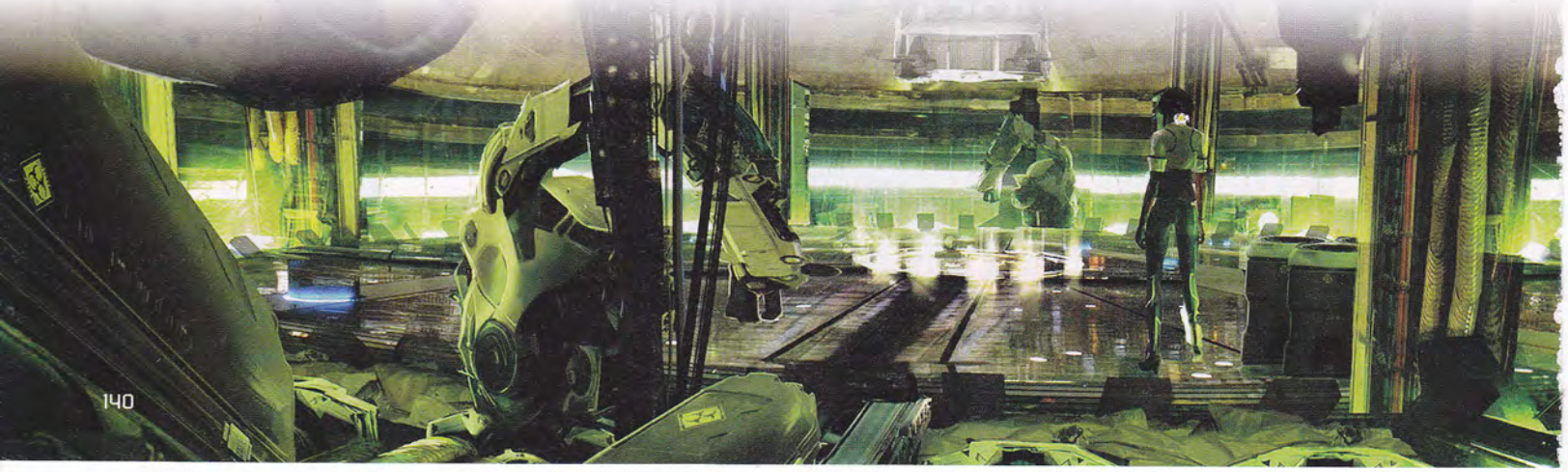
Carefully descend the side of the hole leading down into the depths of the Sanitation Pit. Start by descending the pipes in a counter-clockwise direction then leap across to the ledge and drop down. Don't run to Bad Request just yet! Turn around and use a Junk Bolt to corrupt the platform leading to the room on the opposite side. Use the SAT Hatch to replenish lost health and continue to the end of the hall to find a **Mnesist Memory**.



There's more than one way to the Sanitation Pit!



Cross the bridge to use the SAT Hatch and find a Mnesist Memory before going to Bad Request's aid.



Johnny Greenteeth attacks Nilin as she tries to help Bad Request. Though he seemed to be an ally in Nilin's efforts to stop Dr. Quaid, Johnny Greenteeth is nothing more than a Mourner Leaper—and Nilin is just another foe. Nilin must defeat him before the entire complex self-destructs!

This Mourner Leaper behaves much like a cross between Skinner Leapers and Strangler Leapers. It is capable of teleporting around the arena while invisible and attacking from close range. Like Skinner Leapers, the Mourner Leaper summons up to five Reconversion Leapers into battle and uses the energy of his fallen comrades to gain energy and buff those still standing.

Multiple Battle Bonuses

Nilin only encounters two battles against Mourner Leapers during her journey, but there are several Achievements/Trophies that can be unlocked for performing specific combat actions against them. Consult the Achievements/Trophies chapter for tips on unlocking "Fury Lover" (obtain a 14x combo with Sensen Fury); "Fuzzy Logic" (hit 5 enemies at once with a Logic Bomb); and "Leader of the Pack" (defeat a Mourner without killing any of its Reconversion Leapers).

The key to successfully fighting a Mourner Leaper is to try and ignore the Reconversion Leapers unless you're in need of Focus or to target them with Regen and Cooldown Pressens. There are multiples ways to damage the Mourner Leaper, but they all begin with using Sensen DOS to neutralize its Sensen which keeps it from teleporting. Sensen DOS dazes the Mourner Leaper and forces it to become visible. This is a great time to run in close and unleash a Sensen Fury attack. Planting a Logic Bomb on the Mourner Leaper also works very well.



The Mourner Leaper teleports directly behind Nilin and attacks—be ready to move!



The best attack is to use Sensen DOS to reveal the Mourner Leaper, then attack with Sensen Fury.

Mourner Leapers are susceptible to Overload, but they don't go down as easily as an Enforcer. Be prepared for a brief event after moving in for the Overload termination. The series is as follows: Kick, Punch, Interact. Press these buttons when prompted to defeat the Mourner Leaper once and for all.

With the entire facility set to self-destruct, there's little time to waste! Climb aboard the casket just as you did at the start of the game in order to escape the explosion.



MIND CRAFT

The only way to halt the Reconversion Project was to head back to La Bastille and ensure that Dr. Quaid was stopped. Not everyone lived to escape the prison before it self-destructed, but sometimes the ends do justify the means. Or so Nilin hopes...

07 PARADISE LOST

The fog of La Bastille has been lifted from me. I can see clearly now. Memorize, Sensen, the Leapers, these horrible, secret experiments: it is all connected. I feel compelled to puncture this false utopia and rip it apart.

I must find the Conception Cube at the heart of Charles Cartier-Wells' Mnemopolis. That's where the Sensen curse is kept, warm and nurtured, immersed in the cobalt glow of the Memorize central servers. Nothing will stop me from accomplishing this. Not the murderous machines. Not the yabbering Leapers. Not the father I cannot recollect.

MNEMOPOLIS

SUNDAY > 17 SEPTEMBER 2084 > 22:37

COLLECTIBLES

- SAT PATCHES 4
- FOCUS BOOSTS 2
- MNESIST MEMORIES 5
- SCARAMECHS 11

ENEMIES ENCOUNTERED

- ELITE ENFORCER
- HEAVY ELITE ENFORCER
- SERAPHIM
- ENFORCER
- NEPHILIM
- ELITE AV-78 ZORN
- PROWLER LEAPER
- SKINNER LEAPER
- MOURNER LEAPER
- RECONVERSION LEAPER

OBJECTIVES

- FIND TRACE
- TRACK TRACE DOWN
- STEAL TRACE'S MEMORY
- PIECE TRACE'S MEMORY BACK TOGETHER
- GET TO THE CENTRAL SECURITY POST
- ENABLE THE ACCESS TO THE CONCEPTION CUBE
- ENTER THE CONCEPTION CUBE

"HUMANITY IS A DISCONTINUOUS SERIES OF FREE MEN IRREPARABLY ISOLATED BY THEIR SUBJECTIVITY."

– SIMONE DE BEAUVOIR

FIND TRACE

OBJECTIVE

Objective: Trace is on foot, but he's practically a Leaper thanks to Nilin's attacks at the Memorize HQ. Nilin must track him down on the 103rd floor.



MNEMOPOLIS WAREHOUSE

Olga drops Nilin off at loading bay 6, in a warehouse high atop Mnemopolis Tower. Approach the freight lift in time to catch sight of Captain Trace—he's heavily dazed from Nilin's attack, but notices her nonetheless. Trace signals two Elite Heavy Enforcers, an Enforcer, and a Seraphim to attack. The lift will have to wait! Open fire on the shields with the Junk Bolt and Spammer then isolate the Enforcer and take it out with an 8-hit Combo to build Focus. Carefully dodge the Seraphim's attacks and destroy it with two Junk Bolts. Use Regen Pressens against the Elite Enforcers until you have enough Focus to use Sensen Camo.

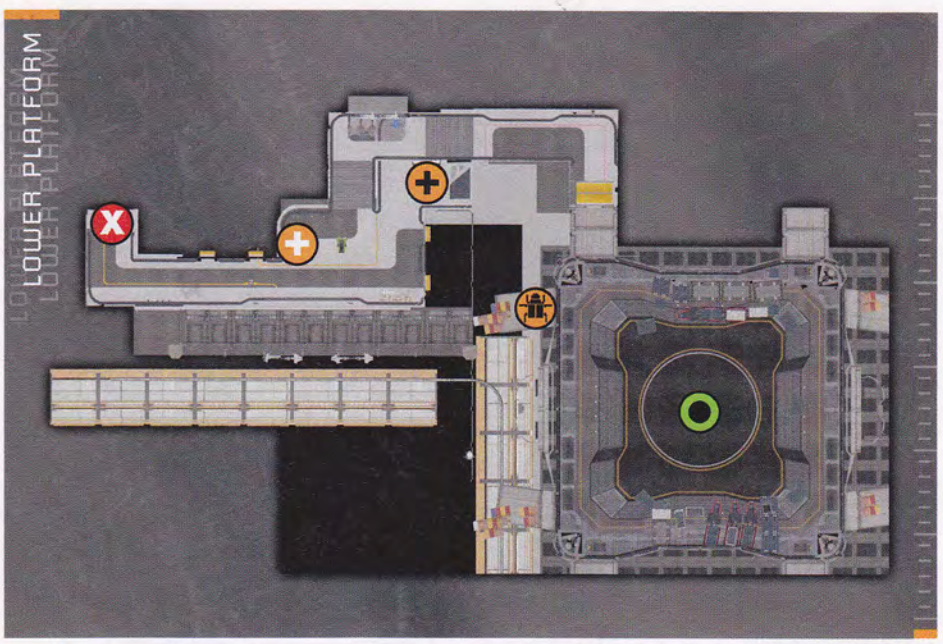


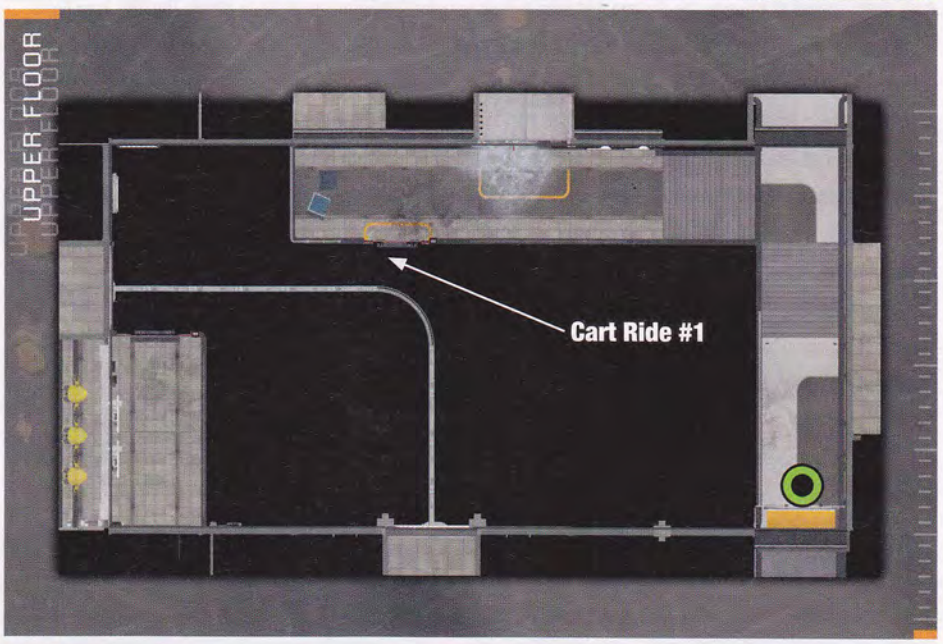
Destroy the C3 Shields with Junk Bolts before attacking with your Regen Pressens.

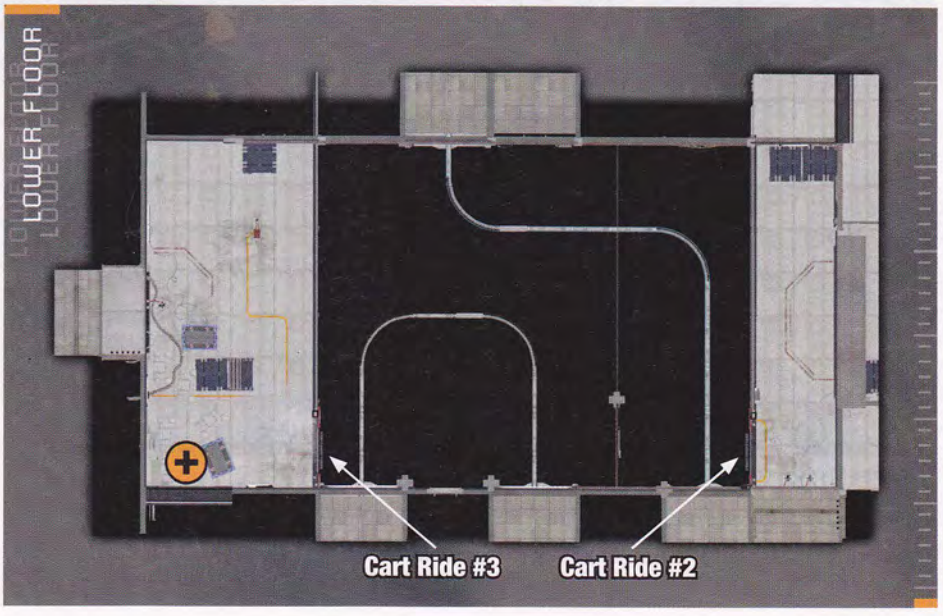
The second wave consists of a Seraphim, two Nephilim, and multiple Enforcers, followed by two additional Enforcers. Immediately target one of the Nephilim with the Rust in Pieces S-Pressen, then take aim on the Seraphim with Junk Bolts. Take out any Elite Enforcers with a Sensen Camo attack then put your 8-hit Combos to work against the standard Enforcers while peppering the remaining Nephilim with Junk Bolt and Spammer attacks.



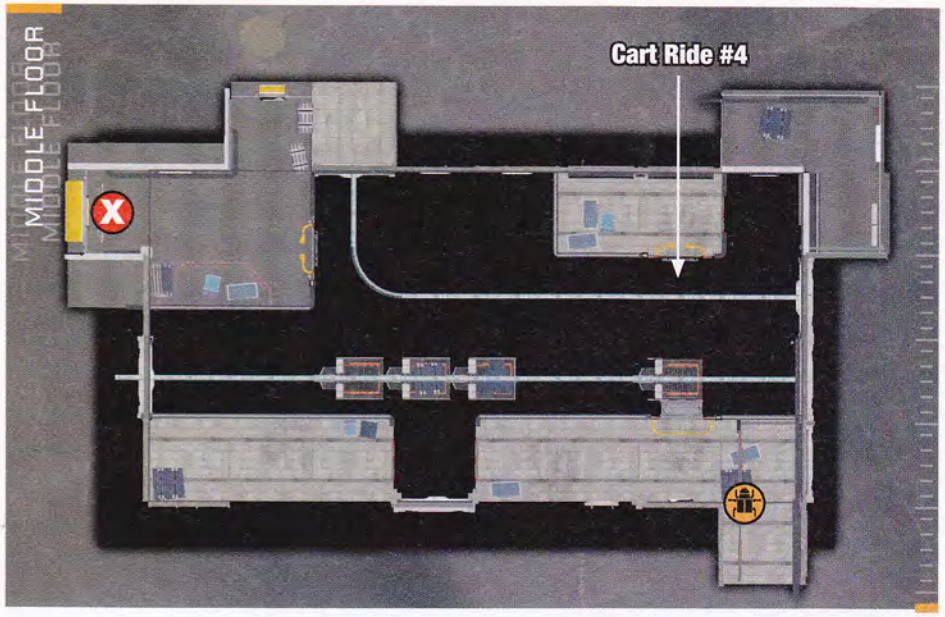
Always wait to use Rust in Pieces on a Nephilim when there are Elite Enforcers around.











Activate the freight lift to begin the descent, but keep your guard up as an Elite Zorn is set to attack. The Elite Zorn fights much like the standard AV-78 Zorn, but is harder to defeat thanks to its increased speed and higher HP. Use Junk Bolts, stay on the move constantly, and watch its health gauge closely. Use only Spammer attacks once its arm gets low on health, as you don't have time to fire a Junk Bolt at the arm stuck in the ground if the entire Spammer Gauge has to recharge—the Elite Zorn can free its arm much faster. So use the Spammer when the arm is low, watch for the Elite Zorn to get it stuck in the ground, then use the Junk Bolt to destroy it. Consider using Sensen DOS while attacking its second arm to neutralize its increased ferocity and get a headstart on damaging it. Destroy the second arm, then stand back and wait for its explosive blast. Vault directly over it and fire a Junk Bolt at its chest. Move in for the Terminate prompt, but be ready for a surprise event before you can initiate the termination. The final series of button presses is always: Kick, Punch, Kick.



Use Junk Bolts until the arm's health meter gets below one-third full.



The Zorn's leaping punch attack is your cue that it's about to get its arm stuck in the ground.

Use the Spammer to shoot the ladder control high on the wall and climb up to the walkway. There are multiple ladders surrounding the lift, but only one with a control button that can be shot with the Spammer.

SCARAMECH >>>

Defeat the Elite Zorn and climb the ladder to the upper ledge. Immediately turn around and look on an angle to the right to spot the Scaramech off to the side.



Proceed through the doors marked Triage Room and descend the stairs. Immediately turn to the left to collect the next **SAT Patch** under the stairs, then proceed down the hall to the upper floor of the warehouse.

Ignore the sound of the Scaramech you hear as you enter the warehouse and go up the stairs and around the room in a counter-clockwise circle to the Delivery Cart controls. Wait for the next cart to dock, then step aboard. Push the button on the control panel to set it in motion, but be ready to press it again as it approaches the next platform up ahead on the left. Failure to disembark the cart before it hits the orange security field results in immediate death.



Stop the cart when it reaches the platform next to the orange forcefield.

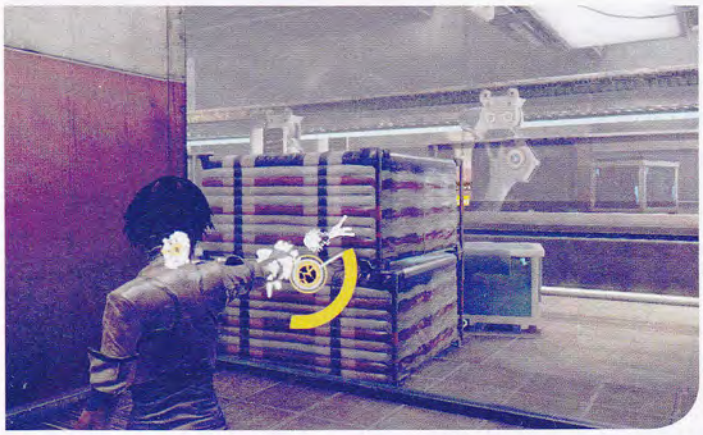
Climb onto the red ledge, leap to the left, then descend along the pipe to the middle level. Run and jump across the gap in the platform towards the other cart control platform.



Nilin must make her way down to the lowest floor in the warehouse in order to invert the tracks.

SCARAMECH > > >

The Scaramech you heard upon entering the warehouse is located behind the crates directly beneath the entryway, on the middle floor. Descend the pipe, leap across the gap, and circle around to the back of the crates in the corner to spot it.



The cart on this side of the middle level is out of service. Shoot the docking controls on the other side of the room to call a cart into position then run and leap across. Don't use this cart! Instead, leap off the platform to the ledge and slide down the pipe to the lower level of the warehouse.



Use the Spammer to call for a cart, then run and leap across to continue on.

Study the Errorist Memory then use the Spammer to call for a delivery cart. Ride the cart but manually stop it before it rounds the turn towards the next forcefield. Leap from the cart to the ledge near the caution sign, then climb up two additional ledges to get above the red painted stripe on the wall. Continue to the left and drop down near the crate. Walk along this walkway to the next cart control and find the **SAT Patch** hidden amongst the crates in this corner of the warehouse.



Stop the cart in line with the caution sign on the wall then leap to the ledge.

Press the button for the Cart Control Panel to reroute the carts—the tracks turn from blue to red. Now the cart docking platform to the right (near the SAT Patch you just collected) is operational. Shoot the control to request a cart on the red track and ride the cart around the turn. Stop the track just in front of the orange forcefield.

Leap to the ledge to the left, vault over it, and then leap to the cart. Climb back up the pipe you descended earlier and board the cart that you previously had jumped to. Board the cart and ride it towards the large "Mall" sign painted on the wall in the corner of the warehouse's middle floor.



Disembark the fourth cart near the entrance to the mall on the middle level.



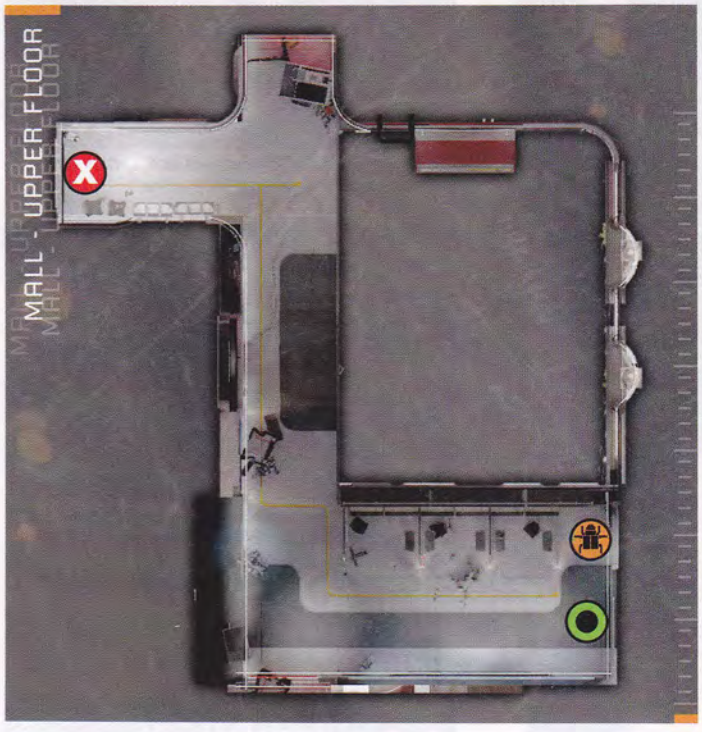
LIFT

MALL ENTRY - UPPER FLOOR

MALL ENTRY - LOWER FLOOR



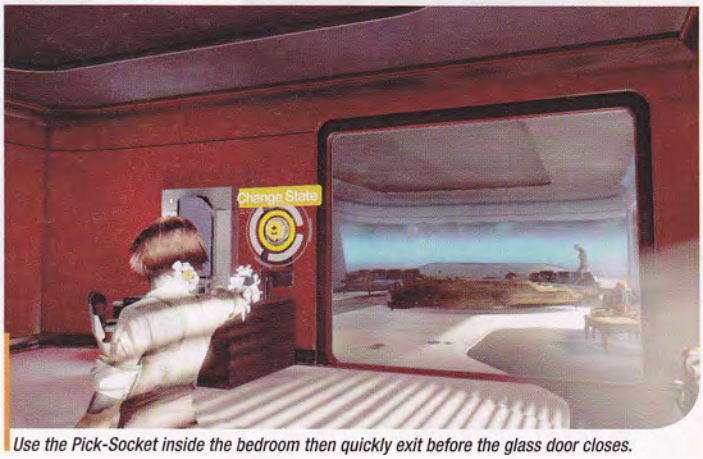






Exit the warehouse near the Errorist Memory and round the corner. Immediately turn to the right near the robot with the mop and follow this side hallway to a small repair room where one robot is hard at work reassembling another to find a **Focus Boost**. Return the way you came and follow the signs pointing the way to O'Osmoze.

The door to the left is missing its energy pack so you'll need to find it. Head to the right, defeat the two Heavy Elite Enforcers, then enter the apartment on the left. Find the **Mnesist Memory** near the robot washing the window then extract the energy pack from the door controls near the desk and quickly run out of the bedroom before the glass wall lowers into position.



Use the Pick-Socket inside the bedroom then quickly exit before the glass door closes.

SCARAMECH > > >

This Scaramech is located at the far end of the hallway, outside the luxury apartment. Defeat the two Heavy Elite Enforcers and continue to the end of the hall to find it next to the couch.



Return to the far end of the hall and use the Pick-Socket to power up the elevator. Press the elevator button to initiate the descent; Edge says the security control post is on the 103rd floor. Unfortunately, the elevator comes to a stop several floors up from there, at the entrance to the Harmonie Mall. Nilin exits the elevator just in time to see Trace fleeing on foot one floor down, as the mall appears overrun with Leapers! Circle around the upper balcony in a counter-clockwise direction towards the escalators in the opposite corner.

SCARAMECH > > >

This Scaramech is just inside the "Men's House" store in the corner near the top of the escalators. Hold the Spammer Target button to get a bead on it, as it can be difficult to hear and quite hard to see.





Descend the inoperative escalators to the barricade and make your way to the right to find a chest you can climb over. Multiple Skinner Leapers, Reconversion Leapers and Prowler Leapers attack in this area. Use 5-hit and 6-hit Combos against the Prowler Leapers to build up Focus and then go after the Skinner Leaper with a Sensen Fury attack. A 10x combo of Sensen Fury is all it takes to destroy a Skinner Leaper. Beware of the many Prowlers on the walls and try to shoot them off for safety. Depending on how much Focus you have, consider using a Logic Bomb to quickly eliminate the remaining Prowler and Reconversion Leapers, as this eliminates the Skinner Leaper's protective buff. You have to overcome three Skinner Leapers and more than a dozen Prowler Leapers during this battle.



Shoot the Prowlers off the walls and wait to attack the Skinner Leaper until Sensen Fury is active.



Power Pressens can break the Skinner Leaper's guard once its allies have been dealt with.

Exit the mall via the door leading to the Sans-Soucis Bar. Use the SAT Hatch to replenish health and continue into the mall corridor.

SCARAMECH > > >

Descend the second half of the stairs towards the robot and turn to the right. The Scaramech is on the corner of the wall, up high near the ceiling.



TRACK TRACE DOWN

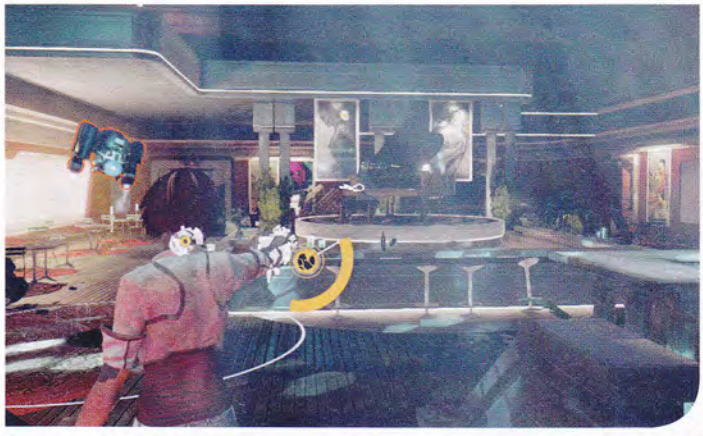
OBJECTIVE

Nilin has caught up to Trace in the corridor leading deeper into the mall, but he managed to evade her again. Nilin must continue the chase through the restaurants and bars!

Continue through the door and carefully make your way past the Security Drone to the left to find the **SAT Patch** in the store down the hall. Return the way you came and ascend the steps leading to the bar where Trace yells for you to leave him alone. Don't chase after Trace right away! First enter the piano bar to the left and slip between the two Security Drones and collect the **Mnesist Memory** on the platform to the left.

SCARAMECH > > >

Enter the piano bar area to the left of where Trace was sitting and head up the steps to the raised seating area on the left. From here you can safely shoot the Scaramech on the piano.



Follow Trace through the door to the right of the bar where he was sitting. Numerous Elite Enforcers, Enforcers, and Nephilim attack. Immediately target the Nephilim with a Rust In Pieces S-Pressen, then set to isolating the Enforcers and using your 6-hit and 8-hit Combos to not only destroy them, but to cooldown the Rust In Pieces S-Pressen. Additional Nephilim and Enforcers join the fight to replace those who fall in battle. Monitor your Focus Gauge and use Sensen Camo to take out an Elite Enforcer whenever you have two or more chunks of Focus and are waiting for Rust in Pieces to cooldown.



Lengthy Power Pressen combos allow Nilin to perform a Memory Overload, which generates additional Focus.

Brain Locked

Beware that the Enforcers may perform a Brain Lock on Nilin which resets all of her S-Pressen Cooldowns to 100 seconds and drains some Focus. Don't ever stand between two Enforcers and, if you do, be sure to get away as soon as the one behind her begins to yell.

SCARAMECH > > >

This Scaramech is inside the room behind the glass fire door near the SAT Hatch. It's on the floor, close to the door so stand back and shoot under the door to hit this Scaramech.



Exit the room where you battled the Enforcers, use the SAT Hatch to replenish lost health, and head up the stairs on the left. Avoid the Security Drone in the next hall and continue through the door on the right to enter the administration area.

SCARAMECH > > >

Exit the bar via the door to the left of the SAT Hatch and carefully sidestep the Security Drone. This next Scaramech is on the debris pile directly behind the Security Drone.



SCARAMECH

You hear this Scaramech as soon as you enter the administration area, near where the robots are sitting at the desks. Immediately turn around and fire a Junk Bolt at the picture frame to the left of the door, revealing a Scaramech behind the picture.



STEAL TRACE'S MEMORY

OBJECTIVE

The Leapers appear to have wiped Trace's memory clean, but Nilin wants to check for any remnants.

Run past the desks and around the corner to spot Captain Trace just as he's attacked by two Mourner Leapers. Trace isn't going to survive that encounter but Nilin still wants to steal his memory. Vault over the railing where Trace fell and leap to the Mnemopolis sign. From there, continue around the perimeter of the room in a clockwise direction past the statues, to the second light. Drop to the light below to reach the floor.



Leap to the Mnemopolis sign then run and jump to the ledges near the statues.



Climb the white crates to the left of Captain Trace to reach a hidden balcony with a Mnesist Memory.

Don't approach Trace's corpse just yet. First climb onto the crates to the left of him and climb up onto the balcony above to find a very well-hidden **Mnesist Memory**. Drop back to the ground floor and steal Trace's memory.



PIECE TRACE'S MEMORY BACK TOGETHER

OBJECTIVE

The only way to gain access to the Conception Cube is by tracking down the Leapers who wiped Trace's memory when he died.

LEAPERS IN THE MALL



Exit the administration area via the door to the right of Trace's body. All is quiet in this corridor so Nilin has to try the dead-end to the right. One of the Mourner Leapers appears and smashes through the debris pile, allowing Nilin to continue around the corner.

SCARAMECH >>>

Follow the Mourner Leaper through the debris pile to the next room and shoot this Scaramech as you enter. It's on the debris pile directly in front of the door.



The exit out of the next room is locked, but first Nilin must defeat the two Mourner Leapers and their many, many Prowler and Reconversion Leapers. Build up at least two chunks of Focus on the Prowler and Reconversion Leapers then use Sensen DOS to stun the Mourner Leapers and unleash a Sensen Fury attack on them. Keep this up until the Terminate prompt appears. Move in for the kill, and watch as Nilin is thrown to the ground. The Mourner Leapers here have the same quick-time sequence as Johnny Greenteeth and the Elite Zorn: Kick, Punch, Kick. Finish off the others in order to gain the memories that the two Mourners stole from Trace and exit the room.



Use Sensen DOS then a Sensen Fury attack on one of the Mourner Leapers to ready it for termination.



Mourner Leapers don't go down without a fight: Kick, Punch, Kick!

A Matter of Numbers

Only one Mourner Leaper at a time actively uses its teleportation ability to strike from behind Nilin. This is a good thing, as trying to build Focus and Cooldown while dodging two teleporting Mourners would be quite difficult. That said, the Mourners continue to summon replacement Leapers into the battle so it doesn't necessarily pay to use Power Pressens against the lesser enemies. Instead, focus exclusively on Cooldown and Regen Pressens to stay alive and to ready Sensen DOS and Sensen Fury.

GET TO THE CENTRAL SECURITY POST

OBJECTIVE

Now that Nilin has the complete riddle that Trace used to access the servers, Nilin needs to get to the security post and see if she can solve it.

Extract the power pack from the sprinkler near the SAT Hatch and proceed through the hallway and back to the lower level of the room where Trace met his untimely demise. The security control post isn't far, but it can wait. First use the Pick-Socket to shoot the energy pack through the glass fire exit door. Round the corner in this dead-end hallway to find the final **Focus Boost**.

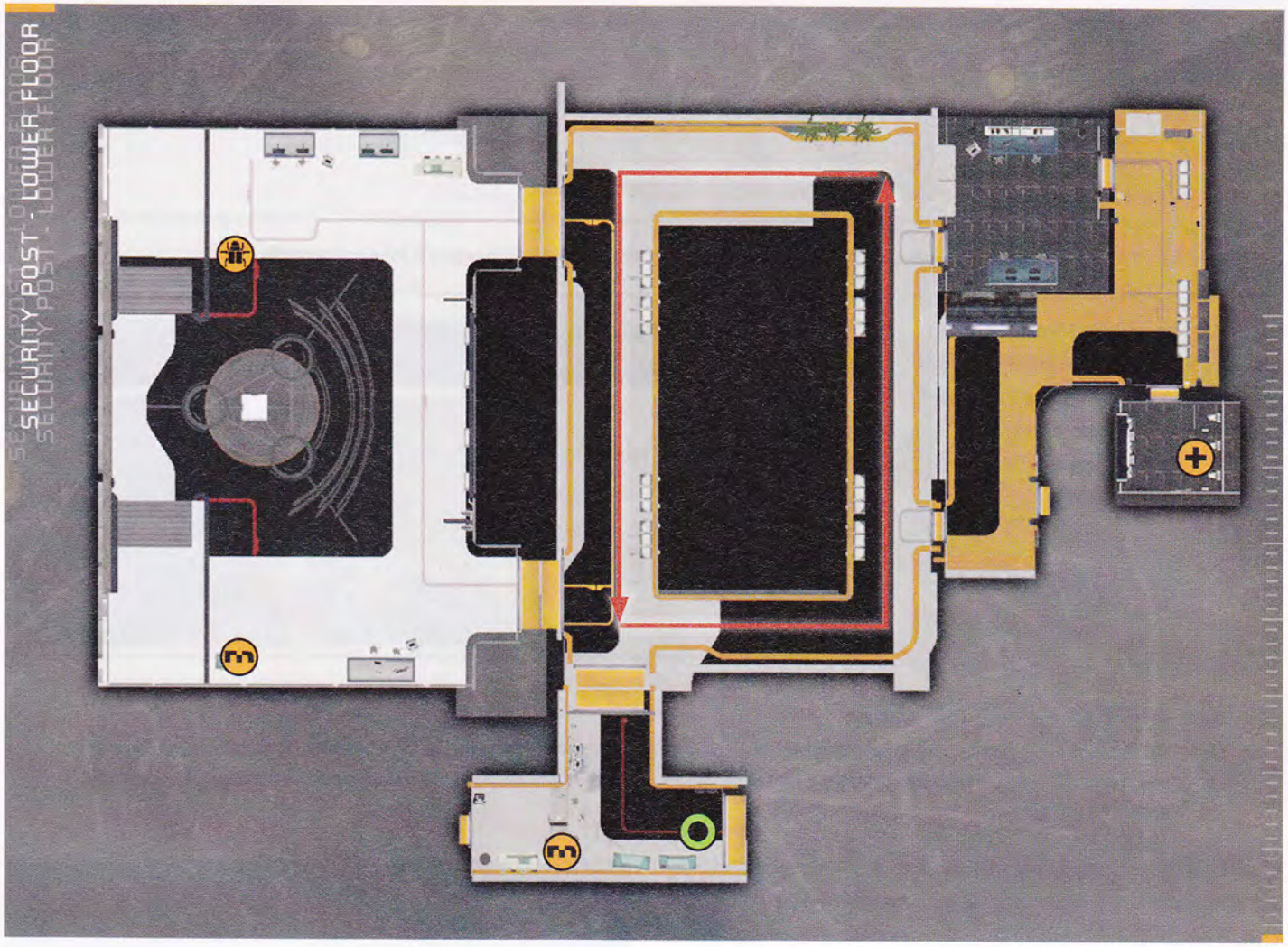


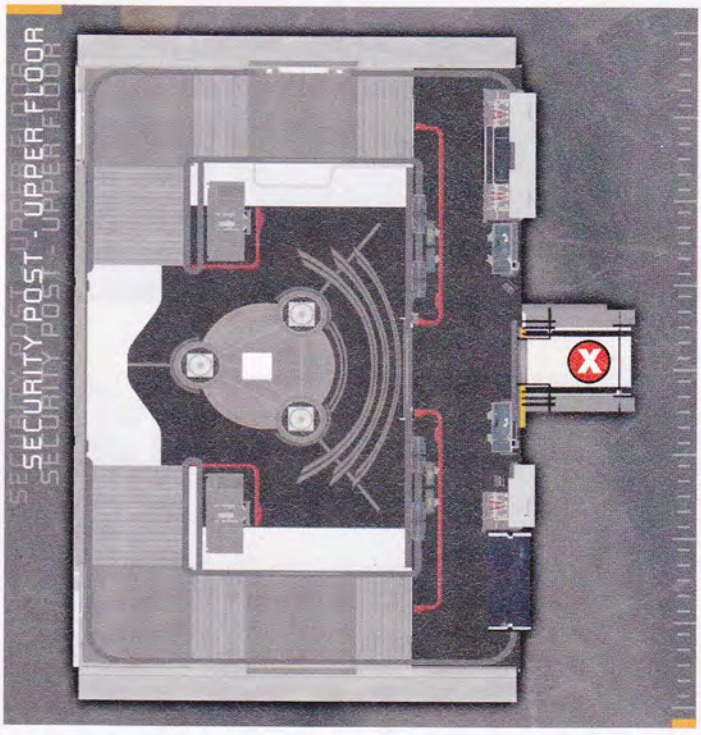
Use the Pick-Socket to open this fire exit and collect the final Focus Boost.

YOU FOCUS

Unlock this bonus by collecting all 15 Focus Boosts scattered throughout Neo-Paris. This Focus Boost should award Nilin the fourth and final chunk to her Focus Gauge. If it doesn't, consult the "Load Episode" screen to see which Episodes contain items that you haven't yet obtained.

Return to the main room, retrieve the energy pack from the fire exit control, and use it to access the emergency ladder across the room. Climb the ladder to the upper level and leap off to the left to access the security post door. This is where Trace was ambushed by the Mourner Leapers.





Collect the **Mnesist Memory** from the table near the entrance to the security post and head down the hall to the right to the area patrolled by two Security Drones. These Security Drones are circling the square-shaped hallway in a counter-clockwise direction. Stick close to the door and follow after one of the Drones to either of the door controls on the right-hand side of the room. Make your way to the restroom in the corner to find the final **SAT Patch** inside one of the bathroom stalls.



This SAT Patch can be very difficult to spot as the toilet stall is only slightly ajar.

GOTTA PATCH THEM ALL!

Unlock this bonus by collecting all 25 SAT Patches scattered throughout Neo-Paris. This SAT Patch should award Nilin with a fifth bonus chunk of health, bringing the total to ten. If it doesn't, consult the "Load Episode" screen to see which Episodes contain items that you haven't yet obtained.

Return to the main hallway and follow behind a Security Drone around to the other side of the main atrium and enter the security post.

ENABLE THE ACCESS TO THE CONCEPTION CUBE

OBJECTIVE

Nilin made her way to the central security post. Now it's time to use Trace's remaining Remembranes to solve another riddle.

Before you activate the Remembrane, take a moment to locate the two remaining collectibles in this episode. They're both obtainable from the lower floor. Locate the **Mnesist Memory** on the table beneath the left-hand stairs, then target the **Scaramech** on the right-hand pillar.

SCARAMECH >>>

The Scaramech is located high atop the pillar near the right-hand staircase. Take a few steps to the right of the Remembrane to target it.



IT'S ALL IN THE DETAILS

Unlock this bonus by finding all 40 Mnesist Memories. The contents of all Mnesist Memories are included in the "Mnesist Memories" chapter of this book, along with a directory to where each one is located. Consult the in-game Journal and this section of the guide to track down which ones you might be missing, if any.

Activate the first Remembrane and synchronize with the access system on the pedestal. Shoot the button to reveal a cryptic message in Latin: "Memorize is the Evolution of Mankind." Activate the second Remembrane to hear Captain Trace recite the next riddle:

MAY MEMORIZE'S ERROR FALL

AS MANKIND HOLDS ITS HEAD UP HIGH.

AND EVOLUTION'S END LOOKS DOWN UPON ALL THAT HAS GONE BEFORE.

ONLY THEN WILL THE SECRET BE UNMASKED.



Bring the H, 3, and O into the middle row to solve this riddle.

To solve the puzzle, Nilin must use the Force Spammer to raise and lower letters in the sign to solve the riddle. The solution requires just three quick steps. Start by lowering the "3" in M3MORIZE, then raise the "H" in HOMINIS and the second "O" in EVOLUTIO.

Nilin's riddle-solving isn't done yet. Now activate the Remembrane beyond the pedestals that rise up and follow Trace's memory up to the balcony. Synchronize with the next button then shoot it. Another Remembrane reveals one final riddle:

THE WIFE LISTENS TO HER HUSBAND BUT ABANDONS HER CHILD.

THE HUSBAND ADMIRES HER WIFE, BUT CANNOT LISTEN TO HER ANYMORE.

THE CHILD LOVES HER PROTECTING FATHER AS SHE DOES HER DESERTING MOTHER.



In order to solve this last riddle, Nilin must use the Spammer to shoot the buttons on each of the pedestals to rotate their orientation so that the proper words align with the other family members. Target the pedestal with the wife's image and shoot it with the Spammer until it rotates so that the word "Listen" is nearest the husband's image and "Abandon" is near the daughter. The image of the wife will be facing the lower-left with her back to the husband.

Now rotate the husband so that "Admire" is near the wife and "Protect" is near the daughter. The husband's image will be facing the wife's back. Lastly, rotate the daughter until the words "Love" and "Love" are facing both parents with the daughter facing the two of them.



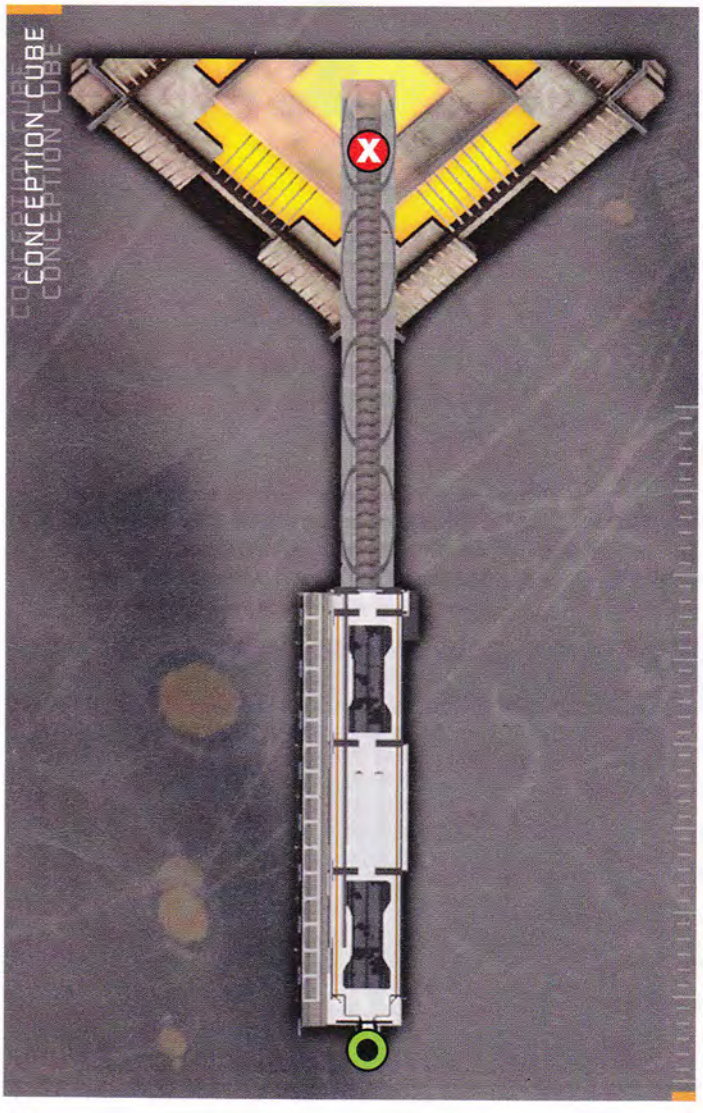
Rotate the pedestals so that the words surrounding each portrait line up with the riddle.

ENTER THE CONCEPTION CUBE

OBJECTIVE

Nilin cracked the code to access the Conception Cube. Charles Cartier-Wells isn't much further!

CONCEPTION CUBE



Board the elevator to gain access to the Conception Cube approach and start down the hallway towards the bright orange light. Two Nephilim and numerous Reconversion Leapers attack followed by a pair of Skinner Leapers and even more Reconversion Leapers. Launch the Rust in Pieces S-Pressen as soon as the Reconversion Leapers appear then use Cooldown Pressens against the surviving Leapers while firing Junk Bolts at the other Nephilim.



Just one final skirmish is all that stands between Nilin and the Conception Cube.

TOWERING INFERNO

Nilin succeeded in fighting her way from the upper loading bay of Mnemopolis Tower down to the security post on the 103rd floor. And through some clever riddling, she has gained access to the Conception Cube, home to the Sensen servers and the man responsible for unleashing this technology on the world.

08 SINS OF OUR FATHERS

I must confront my father, yet my life story is riddled with holes—shadows upon the canvas of my life. Once I was Nilin, an Errorist, feared and hated. Capable of sculpting your memory to my whim. Once I was the adored child of the Cartier-Wells, themselves adored by a society they designed. Shadows and light.

It's up to me to repair the damage, to right the wrongs committed by my family, whilst chaos threatens to consume it all. It's time for my father to truly taste the poison that the whole world embraced. Edge guides me...And I am ready!

CONCEPTION CUBE

MONDAY > 18 SEPTEMBER 2084 > 00:52

COLLECTIBLES

SAT PATCHES 0 | FOCUS BOOSTS 0 | MNESIST MEMORIES 0 | SCARAMECHS 2

ENEMIES ENCOUNTERED

- PROWLER LEAPER
- SERAPHIM
- PRISON ENFORCER
- STRANGLER LEAPER

OBJECTIVES

- GET TO CHARLES CARTIER-WELLS
- GET TO THE CENTRAL MEMORY SERVER

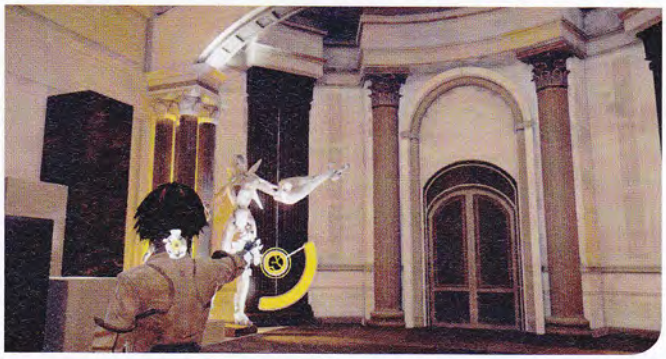
GET TO CHARLES CARTIER-WELLS

OBJECTIVE

Nilin's father has locked himself away in the Conception Cube, out of the public eye, for years. He's spent this time devoted to enhancing the capabilities of the Sensen and advancing Memorize's technological stranglehold over the people of Neo-Paris. It's time to make him stop.

SCARAMECH >>>

Turn around and walk to the end of the corridor as Nilin and Edge discuss what must be done. This second-to-last Scaramech is on the outstretched arm of the last statue on the left.

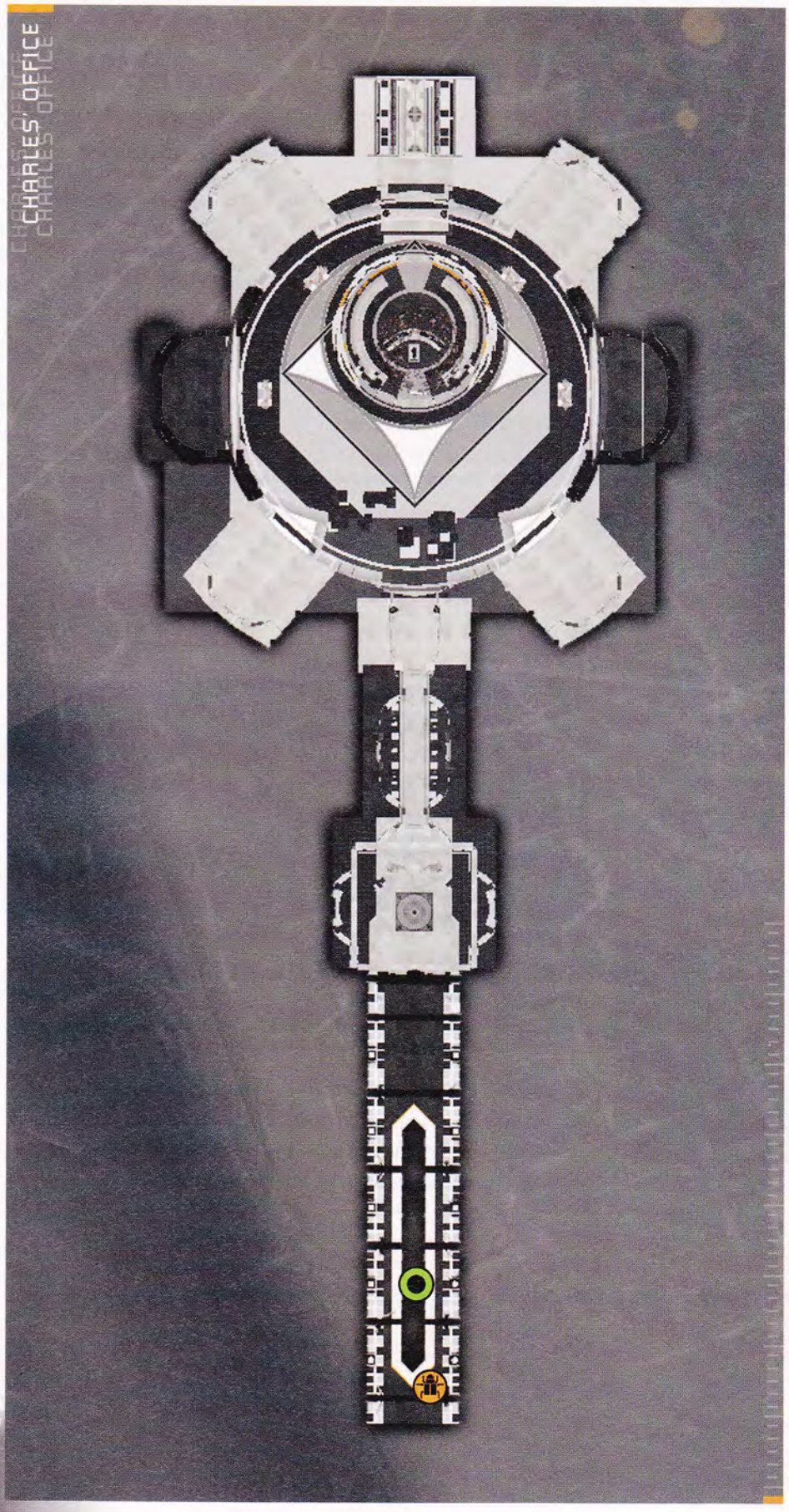


"IF ANY QUESTION WHY WE DIED, TELL THEM, BECAUSE OUR FATHERS LIED."

– RUDYARD KIPLING



ACCESS CORRIDOR



Make your way along the stunningly ornate corridor to the doors leading to Charles' office and approach the railing. The only way for Nilin to reach the ground floor is via a lengthy down-climb on three large cubic structures. These three arrangements of black and gray cubes are suspended from above and you must use all three to reach the floor safely. Follow the Sensen prompts as they appear—Nilin only uses the light colored blocks for climbing—and carefully make your way around, up, and down the blocks as guided by the Sensen. The camera angle shifts, sometimes panning far from Nilin's position, but the orange Sensen prompts are always visible. There are no secret paths to explore. Just take your time, be careful not to drop where there is no ledge, and descend to the large gray block near the floor. From there, leap to the railing and approach Charles.



Leap to the right and shimmy around to the front side of the gray block when the camera pans away from Nilin.



Jump across to the other hanging structure so that Nilin can descend further and, ultimately, to the middle group of blocks.



Carefully drop into a hanging position on the large gray block near the floor, drop one ledge down, then jump for the railing.

MEMORY REMIX
THE FIRST REMIX
20.3 YEARS AGO

>>>>>>

The only way Nilin is going to be able to change Charles' mind is by altering his recollection of the first time he attempted to perform a memory remix. Nilin must interrupt Charles' experimental remix with a remix of her own. This requires two consecutive memory remixes: the first is accomplished simply by altering the Hack Glove Prototype Charles had used on the young Nilin.



The Hack Glove Prototype is the only memory glitch in the first part of this memory remix.

MEMORY GLITCHES

Item	Action	Activate?
Hack Glove Prototype	Remix the Remix	Yes

MEMORY REMIX
THE CRASH
20.3 YEARS AGO

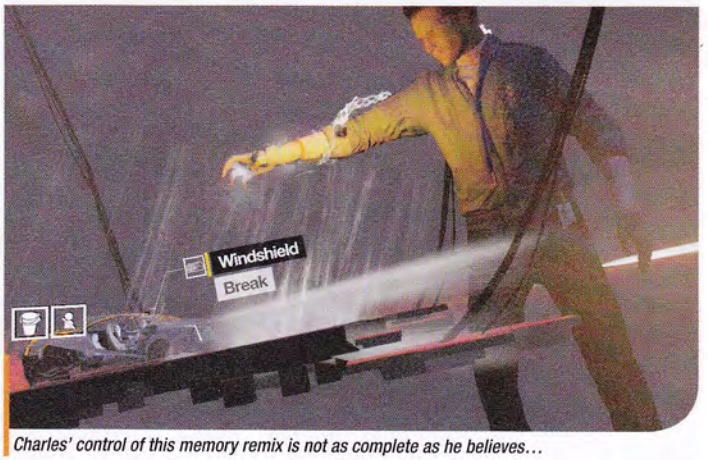
>>>>>>

In reality, Charles' experiment worked. He was able to erase the memory of the crash from Nilin so that she wasn't aware that Scylla, her mother, blamed her and Jax for the loss of her leg. But that only gave Charles the confidence to continue with his experiments. Nilin must alter his memory by effectively killing herself in Charles memory via this secondary remix.

MEMORY GLITCHES

Item	Action	Activate?
Cup Holder	Retract	Yes*
Safety Belt	Unlock	Yes*
LCD Screen	Turn On	No
Windshield	Break	Yes*
Jax	Repair	Yes*
Electric Socket	Short Circuit	Yes*

**These five items must be activated to complete the objective which requires finding the Memory Bug.*



Charles' control of this memory remix is not as complete as he believes...

Activate all of the memory glitches with the exception of the LCD Screen in order to bring about Nilin's death in the car crash. This also serves as finding this scene's Memory Bug as it is a remix of the memory Charles perceives to be from young Nilin.



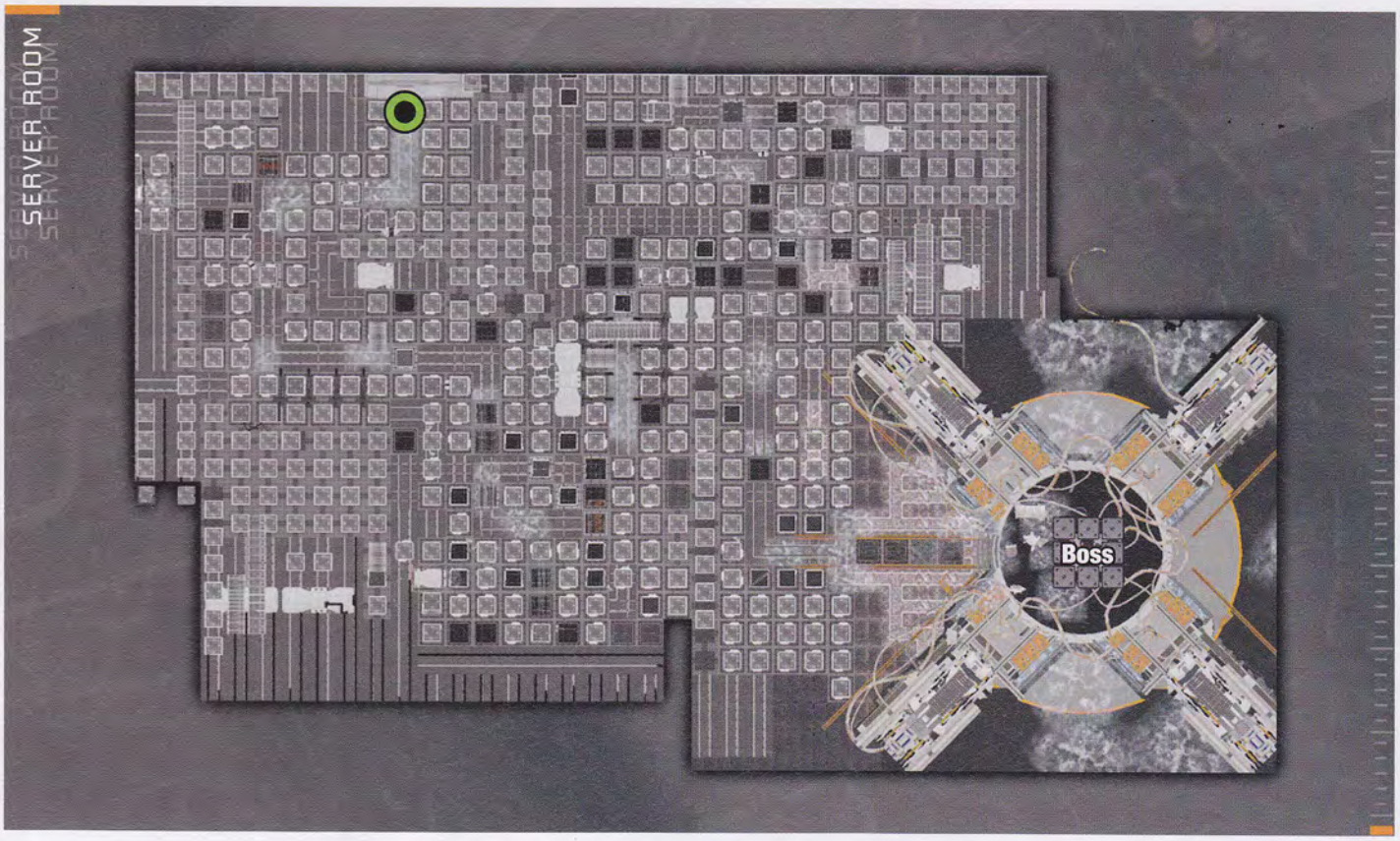
BITER BIT

Remix Charles Cartier-Wells' attempt at remixing his young daughter to unlock this bonus. This requires activating all available memory glitches with the lone exception of the LCD Screen.

GET TO THE CENTRAL MEMORY SERVER

OBJECTIVE

Nilin's parents granted her access to the memoriel servers. Now it's time to pull the plug once and for all...



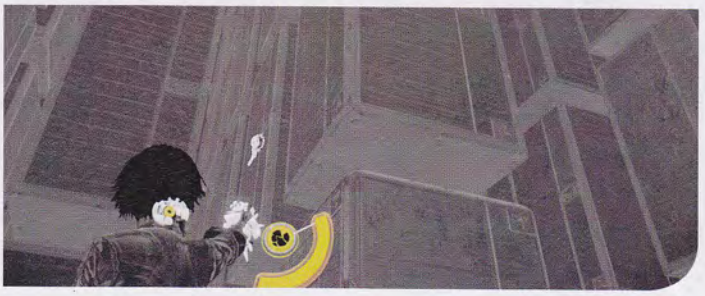
Enter the server room and follow Nilin's Remembranes through the shifting stacks of servers. There is only one way to proceed, though it sometimes leads to a dead-end. Simply turn around and watch the servers shift out of the way to reveal a new direction. Continue following the digital image of young Nilin and her Jax companion to reach the chair, at which time Edge contacts Nilin once more.



Follow the image of young Nilin and Jax to navigate the labyrinth of servers.

SCARAMECH >>>

Proceed through the server room as allowed, following the Remembranes Nilin's father had restored. Continue after young Nilin and Jax until you round the corner to the left and see the exit. Immediately turn around and backtrack to a newly opened path to find the final Scaramech up high on the right.



PEST CONTROL

You've managed to track down all 55 Scaramechs! Not only did this earn you 11,000 bonus PMP over the course of the adventure, but it also unlocks this Achievement/Trophy. Well done!



H3O

The battle with H3O consists of three phases, each of which contains a black cube, an orange cube, and a critical cube located near H3O's chest. The effort needed to strike the black cube—and the EgoRoom enemies that try to prevent Nilin from doing so—is what sets each phase apart. When assembling your Combo Pressens, understand that all of your damage to H3O is done using the Spammer and S-Pressens, so it's important to customize your combos for maximum Cooldown and Regen. Nilin has to contend with many, many EgoRoom Leapers and Prison Enforcers. These enemies are numerous, but the EgoRoom versions of the enemies Nilin encounters are much weaker than their fleshy real-world variants. For this reason, we recommend focusing on your 3-hit, 5-hit, and 6-hit Combos, as none of the enemies survive long enough to complete an 8-hit Combo, nor is Nilin likely to have the time needed to complete it.

RECOMMENDED PRESSEN COMBOS*

Combo	Pressens	Damage	Regen	Cooldown
3-Hit	P, P, P	35	0	35
5-Hit	K, P, K, P, K	65	47	0
6-Hit	P, K, K, P, K, K	80	0	122
8-Hit	K, K, K, P, P, P, P, K	530	30	0

These recommendations are based on having all Pressens unlocked.



PHASE 1

The black cube featured in the first phase of the battle is within reach, but Nilin is unable to damage it without her Sensen Fury S-Pressen. Attack the Prowler Leapers with various Pressen Combos to gain Focus, then trigger the Sensen Fury attack. Punch and kick the black cube as many times as time allows, or until the cube explodes.



A second black cube materializes, once again requiring the use of Sensen Fury. Attack the Prowler Leapers with Cooldown Pressens to gain Focus, then unleash another Sensen Fury assault on the cube. This destroys the black cube and reveals the weaker orange cube inside it.

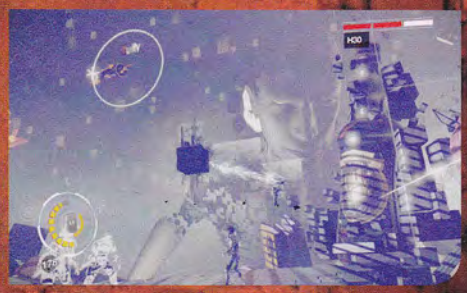
Quickly fire a Junk Bolt at the orange cube then watch as H30 casts a meteor shower down on the floor, much like Madame did. Sidestep the impact areas to remain safe and, just as before, avoid running around haphazardly. It's far more effective to simply stand in one place and step out of the danger zone, should one of the impact circles appear underfoot. Continue to target the orange cube with Junk Bolts and Spammer attacks until it is destroyed.

Nilin automatically leaps across a series of falling platforms to land near H30's chest. This is where she must do the bulk of her damage. The platform is narrow, so be careful not to fall. Nilin automatically activates Sensen Fury (regardless of your Focus level). Land a x10 combo while Sensen Fury is active, and without falling off, to score a critical hit. Failure to do this lands Nilin back on the EgoRoom floor with the task of destroying the orange cube again. Fortunately, once the orange cube has been damaged in a given phase, it stays very weak for subsequent attempts. A single Junk Bolt destroys it.



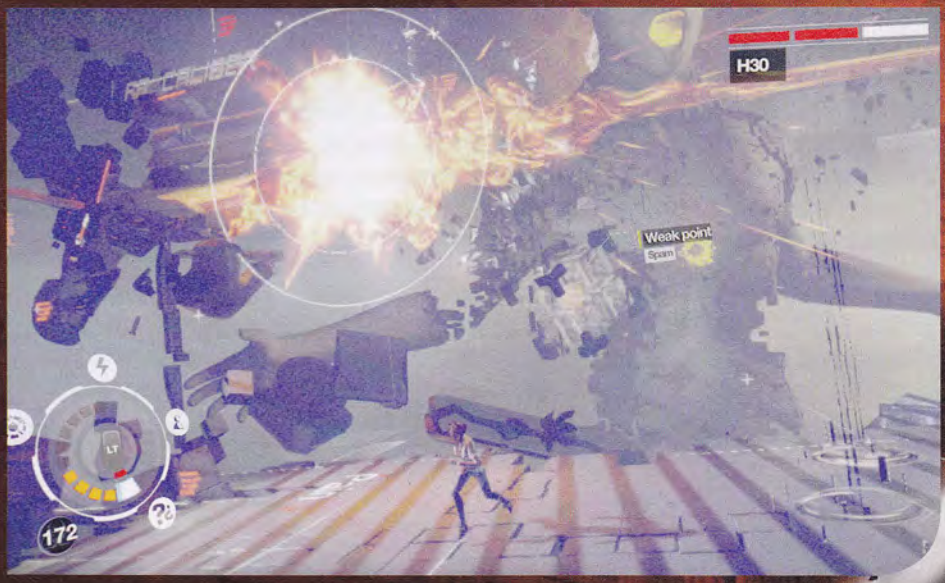
PHASE 2

The second phase begins much like the first, only now the black cube is out of reach. The only way to damage the black cube in this phase of the battle is by targeting the nearby Seraphim with Rust in Pieces. Build up Focus against the EgoRoom Prison Enforcers then target the Seraphim so it can damage the black cube. The Seraphim will not target the other enemies, so you needn't worry about clearing them out first.



Use Cooldown Pressens against the Prison Enforcers to ready the Rust In Pieces attack for a second use. As with the black cube in the first phase, it must be destroyed twice in order to reveal the orange cube within it. Watch your Focus Gauge closely and don't hesitate to place a Logic Bomb on a Prison Enforcer near the black cube (it can't be targeted directly) to clear out the enemies and damage the cube as well. Sensen DOS can also help to calm the situation for a short while.

Target the orange cube with Spammer and Junk Bolt attacks just as you did previously. H30 unleashes a barrage of meteor strikes just as it did before. H30 also lets out a scream and sends multiple waves of data across the platform towards Nilin's position. Roll to the side to avoid the first, then quickly roll back to avoid the other attacks.



Attack the cube near H30's chest with Nilin's automatic Sensen Fury once again. Land a x10 combo to inflict enough damage to move on to the third and final phase of the battle.

PHASE 3

This is where things get much more difficult, as Nilin must contend with numerous Strangler Leapers, all the while dodging H30's waves of data. Making matters worse is the fact that the black cube is invisible. The only way to damage it is by first casting Sensen DOS to make it visible, then immediately casting Sensen Fury right after it. This requires a lot of Focus.



Alternate using Regen and Cooldown Pressens to gain Focus, stay healthy, and make the S-Pressens available for use. Watch the Focus Gauge and Sensen Wheel carefully and do not hesitate to issue Sensen DOS as soon as both it and Sensen Fury are available. Not only does Sensen DOS make the black cube available, but it also stops H30's attacks and temporarily neutralizes the Leapers.

Perform two Sensen Fury attacks on the black cube to destroy it once again. This reveals the orange cube for the final time. Target it with the Junk Bolt and Spammer as you have done previously. Watch your Focus Gauge and use the Sensen DOS S-Pressen to interrupt H30's attacks so you can focus on destroying the orange cube.



Once it's been destroyed, Nilin automatically leaps one final time up onto the platform near H30's chest. Her Sensen Fury kicks into overdrive for this assault, giving her enough time to inflict more than x30 combo against H30. Continue kicking and punching until the battle has been won!



FINAL OVERLOAD

You did it. You were Edge's only hope; the only hope for a world addicted to amnesia and memoriel sabotage. You used your gifts to bring an estranged couple together, to grant their daughter the chance to destroy that which they devoted their entire lives towards. Congratulations are in order, Nilin.

ACHIEVEMENTS AND TROPHIES

Remember Me **contains 50 Achievements and Trophies that can be unlocked through the course of play. Many unlock in due time as you progress through the campaign, complete memory remixes, and battle the enemies of the Errorist movement. Others are far more nuanced and require a specific action or technique that may not be obvious from the in-game clue. This chapter takes the mystery out of the Achievements/Trophies and provides step-by-step instructions on how to unlock them as efficiently as possible.**

SPOILER ALERT!

Consider this your official warning that the pages that follow mention enemy names, characters, and events that may be considered to be spoilers if you haven't yet completed the game. Our recommendation to you is to play through the game once without worrying about Achievements/Trophies. Then, once you've seen the story through to its conclusion, use this chapter and the "Load Episode" option in the Main Menu to hunt down those challenges you didn't unlock through the normal course of play.

CAMPAIGN COMPLETION

Icon	Title	Description	Gamer Score	Trophy
	Dead Man's Chest	Finish Episode 0.	10	Bronze
	Forged Alliance	Finish Episode 1.	10	Bronze
	Christmas is Over	Finish Episode 2.	10	Bronze
	Jail Break-In	Finish Episode 3.	10	Bronze
	Murder Incorporated	Finish Episode 4.	10	Bronze
	Are You My Mummy?	Finish Episode 5.	10	Bronze
	Mind Craft	Finish Episode 6.	10	Bronze
	Towering Inferno	Finish Episode 7.	10	Bronze
x1	Script Kiddie	Finish the game in Script Kiddie Mode.	10	Bronze
x2	Errorist Agent	Finish the game in Errorist Agent Mode.	20	Silver
x3	MemHunter Elite	Finish the game in Memory Hunter Mode.	50	Gold
	Remember You Soon	Unlock all Trophies.	-	Platinum



Open Mind	10 GS	Bronze Trophy

Perform your first memory steal on Bad Request.

Make your way to Episode 2, to the cinematic where you see Bad Request for the first time. Perform the memory steal when the on-screen prompt appears. It won't always be so easy—nor will the target always be so willing.

Float Like a Butterfly	20 GS	Bronze Trophy

Beat Kid X-Mas in under 5 minutes without dying.

Reach the fight against Kid X-Mas at the end of Episode 2. Carefully dodge his attacks to minimize the damage you take and hit him with a barrage of Cooldown Pressens (and occasional Regen Pressens for healing) to keep the Sensen Fury S-Pressen active. Pummel Kid X-Mas with Sensen Fury S-Pressen attacks as often as you can to defeat him in under five minutes.

Queen of the Hill	30 GS	Bronze Trophy

Survive the entire Leaking Brain assault (Episode 3) without using Power or Regen Pressens.

The Leaking Brain assault is where Nilin obtains the Junk Bolt during Episode 3. Use the Spammer and her ability to dodge to keep the Leapers away from Nilin. Enter the Combo Lab and fill your combos with Cooldown Pressens only. Use these combos to decrease the cooldown of your S-Pressens, then proceed to use Sensen Fury and any other S-Pressens you have available to defeat the Leapers.

The Wheat and the Chaff	20 GS	Bronze Trophy

Beat Madame without hitting any of her clones.

Make your way through Episode 4 to the fight against Madame. Use either the Sensen DOS or Rust in Pieces S-Pressen to spot her. Sensen DOS changes the clones' appearance while Rust In Pieces makes the nearby Seraphim shoot the real Madame. This is the quickest and easiest way to figure out which Madame is the real one. Another way is to observe her posture; the real Madame doesn't stand with her arm on her hip.

Rust In Peace	10 GS	Bronze Trophy

Destroy the Zorn that chased you in the Prologue.

During Episode 6, Nilin finds herself back in the same Zorn corridor she was in during Episode 0. Advance past the first shutter and stand in front of the broken glass and wait for the Zorn to wake up. Once it does, shoot it in the chest with a Junk Bolt to destroy it.

Final Overload	20 GS	Bronze Trophy

Destroy H30.

The battle against H30 takes place in Episode 8 and consists of three phases, each of which have two black and orange cubes that must be destroyed. Use the Sensen Fury S-Pressen to destroy the black cube twice during the first phase; use the Rust in Pieces S-Pressen to destroy the black cubes in the second phase; and use Sensen DOS and Sensen Fury S-Pressens to destroy the black cube twice during the third phase. Detailed battle tactics are contained in the walkthrough portion of this book.

MEMORY REMIXES

Medical Malpractice	10 GS	Bronze Trophy

Remix Olga.

Reach the Memory Remix phase of Episode 1 and activate the Capsules, Anesthetic Mask, and Straps to successfully complete the remix.

Crime of Passion	10 GS	Bronze Trophy

Remix Forlan.

Reach the Memory Remix phase of Episode 4 and activate the Bottle, Gun (the 2nd time it is available), and the Table to successfully complete the remix.

Birthday Crash	10 GS	Bronze Trophy

Remix Scylla.

Reach the Memory Remix phase of Episode 5 and activate the Cup Holder, Handbag, Jax, and Windshield to successfully complete the remix.

Bitter Bit	10 GS	Bronze Trophy

Remix Charles.

Reach the Memory Remix phase of Episode 8 and activate the Hack Glove Prototype in the first remix. Activate the Cup Holder, Safety Belt, Windshield, Jax, and Electric Socket in the second remix to successfully complete the remix.

God is a DJ	40 GS	Bronze Trophy

Find and activate all interactions in all memory remixes.

There are 25 total interactions that you must activate across the four remixes. You won't be able to activate all of the interactions in each remix simultaneously so use the rewind feature to make your way back and forth across the remix. You must watch to the end of the cinematic with each memory glitch activated to see the results of your interference.

Episode	Interactions
1	Capsules, Table, Ping, Memory Flux, Straps, and Anesthetic Mask.
4	Gun, Bottle, Trophy, Suitcase, Table, and Cigarette.
5	Cup Holder, Airbag, Handbag, Jax, LCD Screen, and Windshield.
8	Hack Glove Prototype
8 (Part 2)	Cup Holder, Safety Belt, LCD Screen, Windshield, Jax, and Electric Socket.

Unbelievable Truth	20 GS	Bronze Trophy

Reach all memory bugs in all memory remixes.

A memory bug is the term assigned to an interaction that results in an undesired death during the memory remix process. There are five memory bugs. Activate the interactions listed and watch to the end of the memory to see the resulting memory bug. Note that there are two separate memory bugs in Episode 4. Activate one of them, watch to the end, and then repeat with the other.

Episode	Interactions
1	Memory Flux
4	Gun (the first time it is available).
5	Bottle
8	Airbag
8 (Part 2)	Cup Holder, Safety Belt, Windshield, Jax, and Electric Socket.

You Talkin' to Me?	20 GS	Bronze Trophy

In the Olga memory remix: Have David awaken and talk to Olga.

Reach the Memory Remix phase of Episode 1 and activate only the Anesthetic Mask. Allow the remix to play to the end.

Trigger Unhappy	20 GS	Bronze Trophy

In the Forlan memory remix: Forlan has the gun, argues with Alexia but doesn't kill her.

Reach the Memory Remix phase of Episode 4 and activate only the Bottle and Table. Allow the remix to play to the end.

Happy Birthday	20 GS	Bronze Trophy

In the Scylla memory remix: Scylla and Nilin avoid the accident and continue on their way home.

Reach the Memory Remix phase of Episode 5 and activate only the Handbag and Jax. Allow the remix to play to the end.

Power Off	20 GS	Bronze Trophy

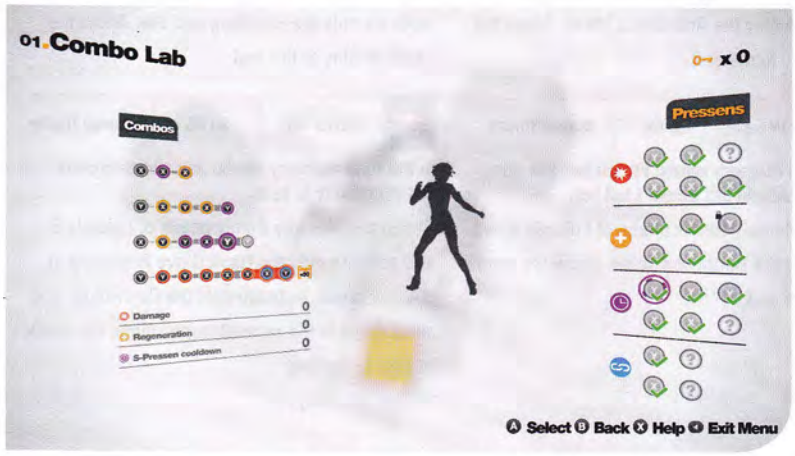
In the final memory remix: Jax short-circuits, but everybody is safe.

Reach the Memory Remix phase of Episode 8 and activate only the Hack Glove Prototype in the first remix. Activate only the Cup Holder and Windshield in the second remix. Allow the remix to play to the end.



PRESSENS AND S-PRESSENS

I Know Kung Fu	20 GS	Bronze Trophy



Equip 17 Pressens at least once in your Combos.

Have 17 Pressens equipped simultaneously, across all four combos. The 17th Pressen should become available during Episode 7, provided you are using lengthier combos and finding the Scaramechs for PMP bonuses.

Mix 'em All	20 GS	Bronze Trophy

Land 10 Combos that combine the four different Pressen types.

The fourth Pressen type becomes available in Episode 3 during the fight on the roof. Assign at least one of each type of Pressen to a single combo and perform that combo at least ten times. It need not be done in the same episode and you need not perform the same combo. Feel free to make changes to the combo if you desire.

8 Hits Wonder	20 GS	Bronze Trophy

Perform 40 8-hit Combos.

The 8-hit Combo is obtained in Episode 4. Assign seven Pressens of any type to the combo and put it to use in battle. Avoid placing Chain Pressens too far into the combo, as doing so will likely defeat the enemy you're attacking before you can land the seventh or eighth attack of the combination.

Fury Lover	30 GS	Bronze Trophy



Reach x14 with the Sensen Fury.

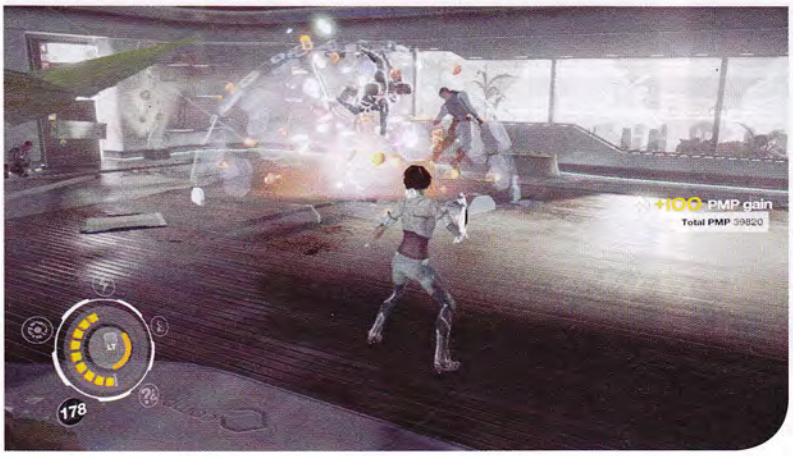
This feat can be performed in numerous larger battles, but there are several skirmishes where it's much easier to accomplish thanks to the durability of the foe. Try to get the x14 Sensen Fury combo during the fight against Kid X-Mas in Episode 2 or while battling a Mourner Leaper in Episodes 6 or 7. This challenge is perhaps easiest to complete during the battle against H30 in Episode 8.

Dropping L-Bombs	20 GS	Bronze Trophy

Trigger two Logic Bombs in less than 15 seconds.

In order to perform this act, you must first have two or more chunks in the Focus Gauge. Depending on your ability to find all of the Focus Boosts, you should have two chunks of the Focus Gauge sometime during Episode 4. Allow the Focus Gauge to fill and wait for a large scale battle or one with multiple Heavy Enforcers. Target one enemy for the first Logic Bomb and dodge out of the blast area. Use Cooldown Pressens in your next combos and quickly plant the second Logic Bomb on another enemy as soon as it's available. Targeting the Elite Enforcers' shields ensures that the enemies aren't all killed in the blast.

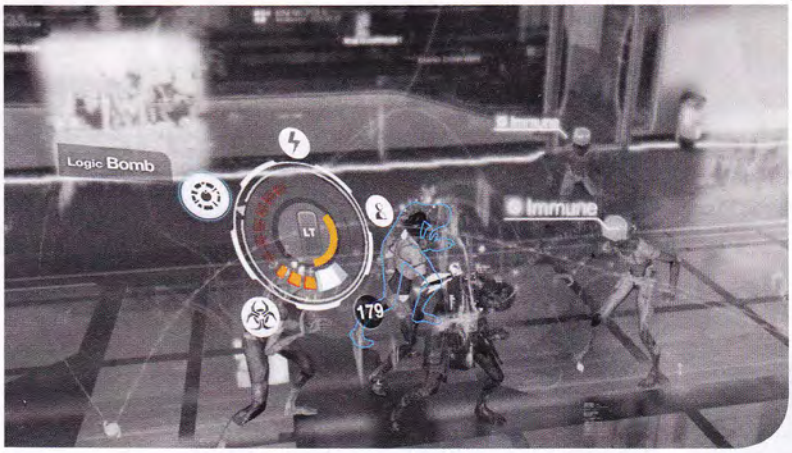
Machines Do It Better	20 GS	Bronze Trophy



Use the Rust in Pieces S-Pressen to make robots knock out 20 human enemies.

The Rust in Pieces S-Pressen can be used to turn Nephilim and Seraphim into allies for use against the other enemies. They attack Enforcers for a short duration before self-destructing. The key is to make sure you've softened up any nearby Enforcers a bit before using the Rust in Pieces S-Pressen, else the robot may not succeed in knocking out any human enemies. You encounter robots in Episode 4 (8 robots), Episode 5 (2 robots), Episode 6 (3 robots), and Episode 7 (9 robots). Consider using the Spammer or short combination attacks to weaken the Enforcers without the risk of defeating them.

Fuzzy Logic	40 GS	Silver Trophy



Hit five enemies at once with a Logic Bomb while they are stunned by Sensen DOS.

The key to performing this combination attack, aside from needing two chunks of the Focus Gauge filled, is to find a battle with numerous enemies that doesn't include Elite Enforcers. The first option is during Episode 5, during the fight against the Stranglers. Alternatives include the fights against the Mourner Leapers in Episode 6 and Episode 7. Mourner Leapers always have numerous sidekicks by their side. Use the Sensen DOS S-Pressen to reveal the Mourner, then plant the Logic Bomb on him while he's close to his sidekicks.

ENEMY COMBAT

400	50 GS	Bronze Trophy

Beat 400 enemies.

A single play through only contains 284 enemies so you have to replay several episodes in "New Game+" mode in order to defeat 400 enemies. Similarly, you can use the "Load Episode" option to replay single episodes without starting a new game.

Serve the Servant	20 GS	Bronze Trophy

Beat 20 robot enemies.

There is a limited number of robots you encounter throughout Neo-Paris, so take care to defeat each of them. You can find eight robots in Episode 4, three robots in Episode 6, and nine robots in Episode 7. Robots include the Zorn, Nephilim, and Seraphim.



Lord of the Ring	20 GS	Bronze Trophy



Beat 15 enemies by making them fall off a platform.

There are only a small number of fights in which Nilin can knock enemies off a platform. We call these out throughout the walkthrough where the fights occur. These can be found in Episode 1 (2 fights), Episode 2 (1 fight), Episode 3 (3 fights), and Episode 5 (1 fight).

The Fallen	20 GS	Bronze Trophy

Make 50 Leapers fall off walls.

Leapers can be knocked from the walls by using the Sensen DOS S-Pressen or by shooting them with the Spammer. You are equipped to knock Leapers from the walls in Episode 3 (41 Leapers), Episode 4 (5 Leapers), Episode 5 (12 Leapers) and Episode 7 (12 Leapers).

Fiat Lux!	20 GS	Bronze Trophy



Beat 15 Stranglers without using the Sensen D.O.S.

Use the available lights to reveal the Stranglers so you can attack them with Pressen attacks, as opposed to the Sensen DOS. You can find Stranglers in Episode 3 (8 Stranglers), Episode 4 (5 Stranglers), Episode 5 (11 Stranglers), and Episode 6 (3 Stranglers).

You Missed Me	20 GS	Bronze Trophy



Dodge a Skinner's charge five times in a row.

This feat is easier to accomplish when there is only one Skinner present. Fire the Spammer at the Skinner to provoke it to charge, then dodge the attack. Do this five times in a row without defeating him. Skinners can be found in Episode 1 (1 Skinner), Episode 3 (2 Skinners), Episode 5 (2 Skinners), Episode 6 (2 Skinners), and Episode 7 (5 Skinners).

The Shield is Down!	20 GS	Bronze Trophy



Destroy 20 Heavy Enforcer shields.

It's possible to destroy the shields that Heavy Enforcers (and Heavy Elite Enforcers) carry with a single Junk Bolt or Logic Bomb S-Pressen attack. It's worth performing this attack even against Heavy Elite Enforcers before you use Sensen Camo to kill them so as to ensure you earn this bonus. Heavy Enforcers can be found in Episode 4 (14 Heavy Enforcers), Episode 5 (4 Heavy Enforcers), Episode 6 (3 Heavy Enforcers), and Episode 7 (4 Heavy Enforcers).

Leader of the Pack	20 GS	Bronze Trophy

Beat a Mourner without beating its supporting sidekicks.

Mourners are only found in Episode 6 (1 Mourner) and Episode 7 (2 Mourners). Build up two chunks on the Focus Gauge (without defeating any of the sidekicks) and use the Sensen DOS S-Pressen to reveal the Mourner. Use Power Pressens and the Sensen Fury S-Pressen to inflict as much damage as you can to defeat the Mourner before inadvertently defeating its sidekicks.

Out of the Friend Zorn	20 GS	Bronze Trophy



Beat a Zorn in under 120 seconds.

Zorns are found in Episode 3 and Episode 7. Fire the Spammer as fast as you can to destroy each of the arms quickly. Melee attacks don't work against the Zorn so don't waste your time trying. Allow the Spammer Gauge to fully replenish as soon as the second arm is destroyed and be ready to vault over its explosive blast. Fire a Junk Bolt at the Zorn's chest then move in for the termination. Complete the kill with the following quick-time presses: Kick, Punch, Kick.

I Do Like Spam!	20 GS	Bronze Trophy

Finish off 15 Enforcers with the Spammer.

Many, many Enforcers are encountered in Episodes 2, 4, 5, 6, and 7, giving you ample opportunity to complete this feat in a single playthrough. You need not use the Spammer for the entire battle; you only need to deliver the final blow with the Spammer to get credit towards this challenge.

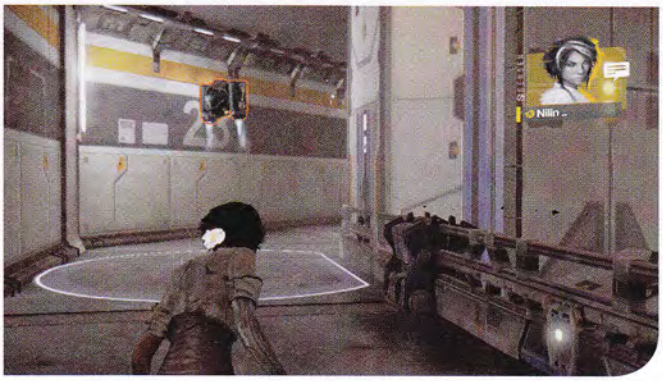
Can't Touch This	20 GS	Bronze Trophy



Defeat 5 Elite Enforcers without using Combos or Spammer attacks.

Elite Enforcers are quite common in Episodes 5, 6, and 7, as well as Heavy Elite Enforcers. The easiest way to unlock this bonus is by using the Sensen Camo S-Pressen to instantly kill the Elite Enforcer with a single strike. This S-Pressen becomes available in Episode 6. Fill the Focus Gauge on other enemies and use this S-Pressen's cloaking ability to sneak up behind the Elite Enforcer for an instant-kill Overload attack.

Droning by Numbers	30 GS	Bronze Trophy



Get hit five times by a drone during a playthrough, on any given difficulty.

Drones are capable of instantly incapacitating Nilin and forcing you to continue from your last checkpoint. The very first Drone encounter takes place during Episode 2. Step into its field of surveillance five times to unlock this bonus.

COLLECTIBLES

The best way to ensure that you find all of the collectibles is to consult the "Load Episode" screen in the Main Menu to see which collectibles you're missing from each Episode. Revisit that Episode with the walkthrough and maps to hunt down any collectibles you missed during your first playthrough.



Icon	Title	Description	Gamer Score	Trophy
	Pest Control	Find all Scaramechs.	30	Gold
SAT'PAT'CH	Gotta Patch Them All!	Find all SAT Patches.	20	Silver
	You Focus	Find all Focus Boosts.	20	Silver
mnesist	It's All in the Details	Find all Mnesist Memories.	30	Gold



MNESIST MEMORIES

This chapter contains the full contents of all forty Mnesist Memories so that they may be read outside of the game. *Remember Me* has a rich backstory that can only be fully appreciated through these journal entries. Mnesist Memories are scattered across Episodes 1 through 7 and are not unlocked in order. We've included a directory for each Mnesist Memory here so that you can figure out precisely which ones you need help in finding.


JIKTAT

NEO-PARIS HISTORY

MUNDANE MEMORIES

01



EP 01: Behind the blue tram, in the junk yard area.

02



EP 02: Down the stairs to the right of the fountain in the town plaza.

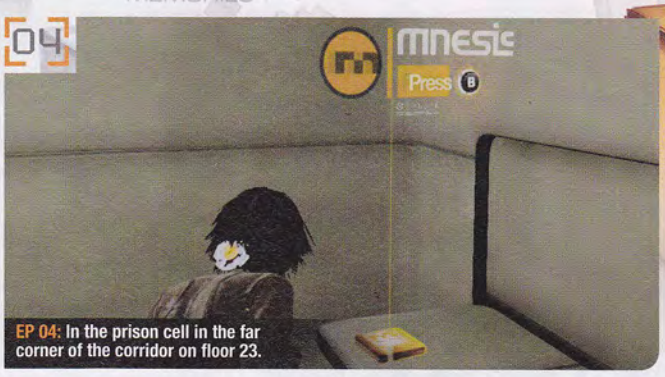
PROTECTED OR REPRESSED MEMORIES

03



EP 03: Behind the partially-shuttered store at the bottom of the marketplace steps.

04



EP 04: In the prison cell in the far corner of the corridor on floor 23.

05



EP 04: Climb to the hidden walkway above the first fight arena.

06



EP 05: In the room to the right of the first Elite Enforcer encounter.

07



EP 06: In the back room of the office, shortly after acquiring the Pick-Socket.

08



EP 07: In the apartment bedroom after fighting two Heavy Elite Enforcers.

01 FOUNDING OF NEO-PARIS

Shared	Hits	I Remembered	I Had Forgotten
December 23, 2068	16,335,740	2,647,812	13,687,928

September 9-12, 2047: several "Tremora" seismic bombs laid waste to half of Paris. The catastrophe marked the end of the European civil war and triggered a longer period of suffering and deprivation for the survivors trapped in a city pockmarked by craters from explosions.

The local authorities were tempted to abandon the city during the five years after the destruction of Paris. The old capital had become a ghost town since the fall of the French government in 2041 and the municipal council was the only legitimate governing body. Paris was declared a free city in the spring of 2048, and gangs and looters ruled the streets. In 2052, after two years of negotiations, Mayor Eugene-Hubert Carbon managed to persuade the great entrepreneur, Antoine Cartier-Wells, to move the head office of Memorize back to the city where he had founded his company 40 years earlier. The announcement that this most famous and profitable company was returning to Paris gave the ravaged city renewed hope for the future. A massive rehabilitation project of the ex-capital was launched the following year, and the founding of Neo-Paris was announced.

Two factors would ensure the success of the project: the SAFFE (Security and Freedom for Everyone) program generated a global topological map of the city devastated by bombs, and carried out a systematic survey to create an AVR (Augmented Vertical Reconstruction) plan to "build the city on the city" and skyscrapers appeared in the urban landscape of Paris for the first time.

The second was the "Meriphérique," a huge dam around the city designed to protect it from outside attacks and to channel transport and trade into the city via canals and water channels linking the different districts.

02 REGULATION OF FIREARMS (2056)

Shared	Hits	I Remembered	I Had Forgotten
April 17, 2075	1,144,551	236,725	907,826

In spring 2056, the Neo-Paris Governance passed a resolution to ban the carrying of firearms in the city, including the law and order forces. Dubbed "The Law of the Stone Age" by critics, it was designed to quell the fears of a population traumatized by the massacres during the civil war. The full version of the ruling is set out below:

Decree no. 56-124 of May 9, 2056, prohibiting the carrying of military equipment and firearms:

ARTICLE 1

A list of military equipment and firearms governed by this decree:

> Semi-automatic or repeating firearms.

> Automatic pistols, machine pistols, and automatic rifles of all calibers.

> Guns, howitzers, and mortars of all calibers.

> Flame-throwers and all projection equipment used for chemical warfare or incendiary purposes.

> Weapons with laser destruction capabilities.

> Guns used in slaughterhouses, shotguns, hunting firearms, carabineers, rifles and canardière machine guns of all calibers, semi-automatic or repeating weapons with one or several smooth bore barrels.

> Repeating or semi-automatic smooth-bore long guns.

> Weapons with gas-propelled or compressed air projectiles that generate muzzle energy of over 10 Joules.

ARTICLE 2

The acquisition, storage, carrying, transport, and retention of military equipment and firearms are prohibited. This ban applies globally to civilians and public and private officials responsible for police services or organizations of repression.

ARTICLE 2A (AMENDED DECREE OF OCTOBER 6, 2069)

The following are not governed by Article 2, provided they are neither handled nor placed on public display:

> "Historic" or "antique" weapons as defined in the ruling of September 17, 2069.

> "Ceremonial" weapons that form part of an official uniform as defined in the ruling of October 5, 2069.

ARTICLE 3

Any person in possession of a weapon or a ranged weapon element will be neutralized by any means necessary, including the use of automated devices or surveillance drones that are beyond the scope of prohibition in this decree.

03 THE LEAPERS APPEAR (2073)*

Shared	Hits	I Remembered	I Had Forgotten
August 1, 2084	12,968	5,926	7,042

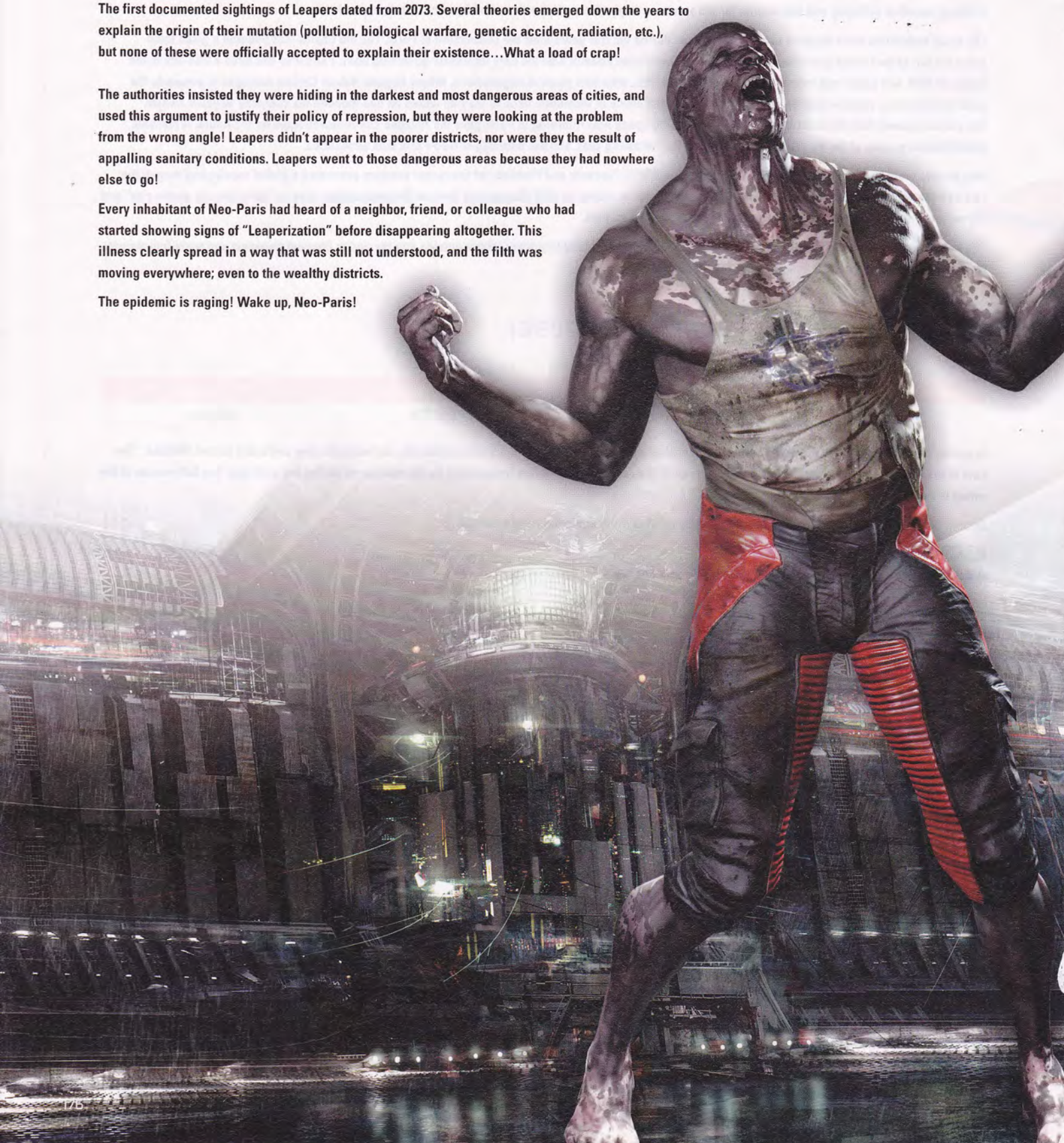
*THIS CONTRIBUTION WAS CONSIDERED BIASED BY THE MAJORITY OF VIEWERS.

The first documented sightings of Leapers dated from 2073. Several theories emerged down the years to explain the origin of their mutation (pollution, biological warfare, genetic accident, radiation, etc.), but none of these were officially accepted to explain their existence…What a load of crap!

The authorities insisted they were hiding in the darkest and most dangerous areas of cities, and used this argument to justify their policy of repression, but they were looking at the problem from the wrong angle! Leapers didn't appear in the poorer districts, nor were they the result of appalling sanitary conditions. Leapers went to those dangerous areas because they had nowhere else to go!

Every inhabitant of Neo-Paris had heard of a neighbor, friend, or colleague who had started showing signs of "Leaperization" before disappearing altogether. This illness clearly spread in a way that was still not understood, and the filth was moving everywhere; even to the wealthy districts.

The epidemic is raging! Wake up, Neo-Paris!



04 THE EUROPEAN CIVIL WAR IN TEN DATES (2040-2047)

Shared	Hits	I Remembered	I Had Forgotten
May 17, 2067	10,267,672	2,789,523	7,478,149

Deep economic, energy, and climatic crises had weakened countries around the globe since the start of the 21st century, triggering protests across the European continent. The despairing population turned to rioting, uprisings, bloody repression, and futile revolutions which tore the region apart during the eight years of this dark period of war.

Late December 2040: The last days of Chişinău. After a week of protests and clashes with police, riots erupted throughout the Moldavian capital. Fires and looting destroyed the city and the army split into loyalist and rebel factions. This marked the start of the European civil war.

March 18, 2041: The uprising of Berlin. Several dozen people were killed as angry Berliners marched on the Reichstag Palace, strongly opposed to the decision to reform German legislation prohibiting the building of nuclear power stations. The eco-terrorists in the Greenwar movement responded by planting a bomb in the Reichstag Palace.

March-May 2041: The "European black spring." After Berlin, riots erupted in many large European cities; Hamburg, Dresden, Bilbao, Grenoble, and Prague proclaimed themselves free communes, and bands of deserters rallied around the insurgents.

May 2041: Mass exodus. The Schengen space was abolished. The North European Community (an alliance of Nordic countries) declared its neutrality and closed its borders.

June-September 2041: The collapse. Looting by organized gangs spread across two-thirds of Europe. Militia groups formed in urban areas as the last governments lost control of their territories.

October 23, 2041: Vienna, the martyred city. In response to a call from European leaders, the Russian Federation offered aid to the nations of Western Europe. Three days later commandos unleashed a seismic "Tremora" bomb on the city of Vienna.

2042-2043: Flu pandemic in Southern Europe. Bilbao was decimated during the winter of 2043.

September 2044: Aerial bombardment of Gibraltar by Spanish air forces.

June 2045: Prague razed to the ground. Three "dirty" nuclear bombs devastated the capital of the Czech Republic; no one claimed responsibility.

September 9-12, 2047: Paris was destroyed when several seismic "Tremora" bombs exploded under the French capital. Russia fiercely denied ordering the attack, which was considered the last major event of the European civil war.

05 GLOBAL PRODUCTION SPIKE (2020)

Shared	Hits	I Remembered	I Had Forgotten
June 23, 2084	49,806	1,017	48,789

The global crisis had continued to weaken the meta-economic structures since the late 20th century, and reached the breaking point in 2020. Unable to agree to the terms of a controlled decline, the global states suffered the brutal effects of a massive collapse in production.

The economic crisis had grown systemic since the late 20th century, and profits from the manufacturing sector had declined since 2014, despite a steady reduction in labor costs. As a consequence, over nine-tenths of the world's wealth was virtual, mainly comprising financial derivatives. Aggravated by the ecological and energy crises, this process continued and broke down completely in 2020 when there was not enough "real" economy left to sustain a world of wild, speculative trading. The downward spiral continued during subsequent years, and never again would the world's industries produce as much wealth or abundance of goods.

In his acceptance speech for the Nobel Prize for Economics in 2051, Professor Linus Akerfeldt from the University of Stockholm was the first to call it, ironically, the "global production spike." The term would come to define this pivotal year, which heralded the great catastrophes of the first half of the 21st century.

06 CLIMATE MIGRATION (2038-2084)

Shared	Hits	I Remembered	I Had Forgotten
August 8, 2084	21,318	2,628	18,690

A constant stream of climate migrants flocked to the borders and fortress boundaries of the habitable areas. Migrants fleeing the devastated, flooded, and arid areas were easy prey for looters and organized crime networks, and today between 500 million and 1 billion human beings are destitute.

The number of stateless persons with no safe haven increased dramatically from 2038; ship cities sailed around aimlessly, bound for nowhere. Refugee camps were full of the poorest people, nomadic micro-states appeared, and shanty towns sprang up in red areas (toxic waste landfill sites and contaminated military zones). Most nations built or reinforced their defensive walls and structures, and erected coastal protection facilities to hold back the human tide. This happened in the United States, Canada, Japan, China, and in the European countries where legitimate governments were still clinging on to power.

The city states that had been spared or rebuilt after the civil war relocated their citizens, creating ghettos and human wastelands on the periphery of their territories: vast, lawless areas teeming with foreign nationals, illegal immigrants, and the most deprived of all humanity.



07 NEW ECONOMIC PACT (2059)

Shared	Hits	I Remembered	I Had Forgotten
April 17, 2078	594,621	2,786	591,835

Memorize was the prime motivator in the resurgence of Neo-Paris, but many other leading companies also played an important part in the city's economic growth.

2059 was the year of the new economic pact, the era of the great projects and the return of employment opportunities. Every part of the city buzzed with the same optimistic energy as the Meriphérique slowly rose up around it. Stunning cathedrals of glass and titanium spanned the old Haussmann buildings as the city was reconstructed or reinvented street by street. At the center of this feverish activity, a handful of brilliant people in Neo-Paris planned the secret keys to the city's future prosperity. Amalia Leblanc-Koenig had just discovered the hyper-fertility chain that enabled vertical farms to be built above ground so that, for the first time in its history, the city was able to produce more food than it consumed. Darren Grimaud designed the industrial version of the REC (Rain Energy Converter) during this period; a coating that converted kinetic energy from raindrops into electricity to power vehicles. Charles Cartier-Wells was still working on digitizing the human memory; a crucial discovery that would revolutionize civilization and make Neo-Paris the major economic powerhouse in this brave new world.

08 DELUGE 2.0 (2038)

Shared	Hits	I Remembered	I Had Forgotten
April 19, 2081	613,806	127,017	486,789

Contrary to popular belief hyped by the media, it wasn't the rising waters but the violent storms caused by global warming that triggered the long-forecast humanitarian and ecological disasters. Dubbed "Deluge 2.0", the catastrophe ravaged the planet from the spring of 2038.

Up until 2038, 60% of the world's population had lived along the coastal regions and land bordering the rich seaboards. These areas had the most fertile alluvial soils, extensive maritime trade via its mega ports, and residential and tourist sites that served the industrialized countries.

The melting of the glaciers had started in the late 20th century. Although this phenomenon had been anticipated and had awakened public awareness, the expansion of the ocean masses resulting from global warming was tragically unforeseen. The swelling of the great seas resulted in perpetual storms and hurricanes that triggered further climatic catastrophes and the collapse of entire infrastructures. Some European cities had less than 10 days without rain during the whole of 2038.

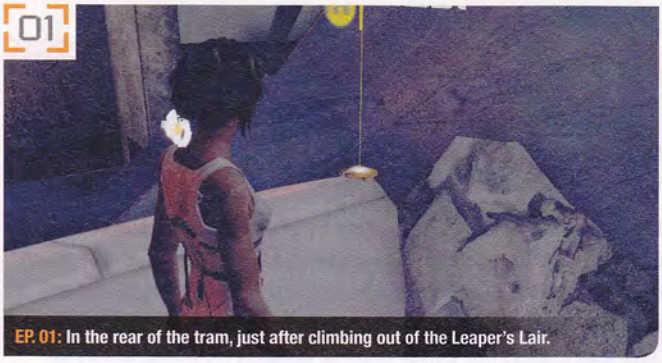
Governments failed to cope with the constant disasters resulting from landslides, floods, and torrential rain, breakdowns in communication networks, and energy distribution and nuclear accidents. Plagued by disorganization, famine, fear, and rising water levels, whole regions went into meltdown. Now called "climate refugees," the populations in these areas boarded floating city ships and skiffs in their millions, fleeing land that was either arid or submerged. In a few short months, communications and travel across all continents had been reduced to the level of a pre-industrial era.

The 2035 census estimated a world population of 9 billion; 10 years later it was thought at least half that number had perished.



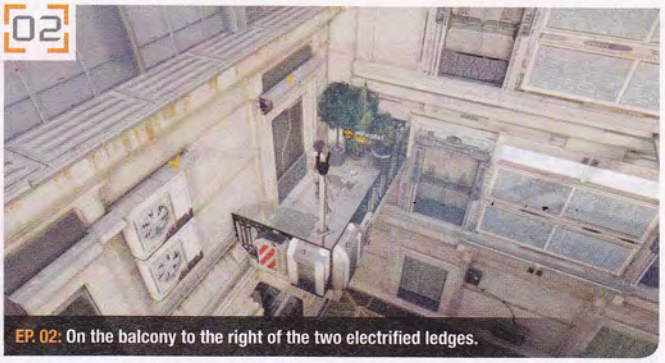
NEO-PARIS LANDMARKS

01



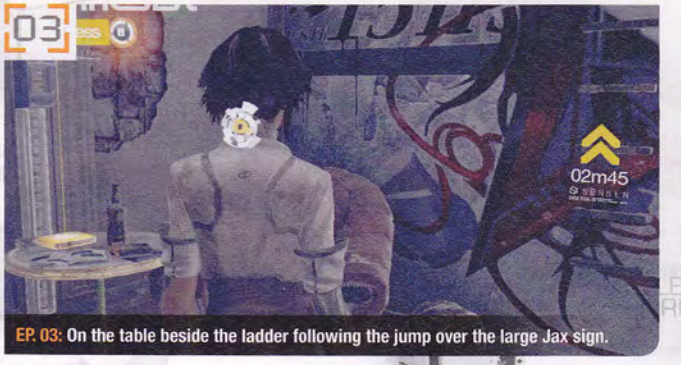
EP. 01: In the rear of the tram, just after climbing out of the Leaper's Lair.

02



EP. 02: On the balcony to the right of the two electrified ledges.

03



EP. 03: On the table beside the ladder following the jump over the large Jax sign.

04



EP. 04: In the storage room next to the vending machine after the first Heavy Prison Enforcer encounter.

05



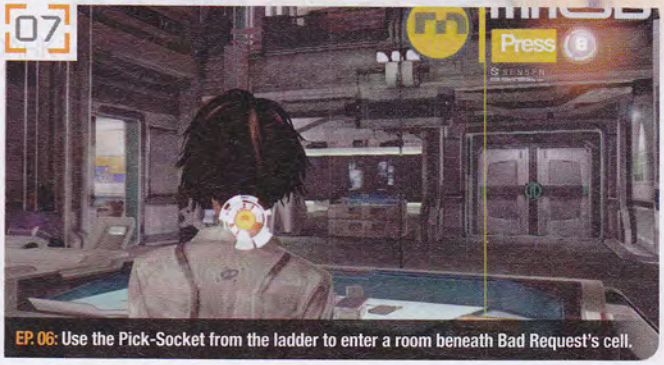
EP. 05 Follow the walkway to the right after leaping off the hanging decoration in the canopy.

06



EP. 05: Immediately behind Nilin when the scaffolding collapses out from under her.

07



EP. 06: Use the Pick-Socket from the ladder to enter a room beneath Bad Request's cell.

08



EP. 07: On the receptionist's desk at the entrance to central security.

01 THE "NYMPHÉA" HOSPITAL SHIP

Shared	Hits	I Remembered	I Had Forgotten
November 23, 2081	1,335,794	649,884	658,910

"Nymphéa" is probably the most famous warship to be converted into a hospital. This treatment center gained international recognition in just a few years, specializing in the treatment of memoriel disturbances under the direction of Dr. Sebastian Quaid.

The origin of hospital ships dates back to the European civil war (2040-2047), a time when devastated countries were in urgent need of mobile field hospitals with a range of clinical facilities to treat physical and psychological traumas. The use of warships quickly caught on, and in Europe roughly 30 ships of different sizes were converted, mainly corvettes and patrol ships, along with five frigates and two cruisers. In 2020, one of these cruisers became the famous Neo-Paris hospital ship, "Nymphéa." Disarmed after the civil war, she was towed to the center of Paris, moored near the Ile de la Cite and became a public center for post-traumatic rehabilitation.

At the time Neo-Paris was founded in 2053, "Nymphéa" was the only hospital still in operation from the era of the former capital, now under total reconstruction. In 2070, Dr. Sebastian Quaid created a research and treatment unit here for memoriel disturbances financed by Memorize and other charitable bodies. The various surgical and treatment services had been moved to new hospitals over the years, and the ship is now a specialist research center for memoriel afflictions.

"Nymphéa" can now provide patients with the very best care procedures, the direct result of Dr. Quaid's pioneering research, and is proud of its recovery rate of over 75%. Every day the teams improve the techniques for treating the memoriel traumas characteristic of the Sensen Civilization.

02 SAINT-MICHEL COMFORTRESS

Shared	Hits	I Remembered	I Had Forgotten
May 20, 2071	806,712	382,193	424,519

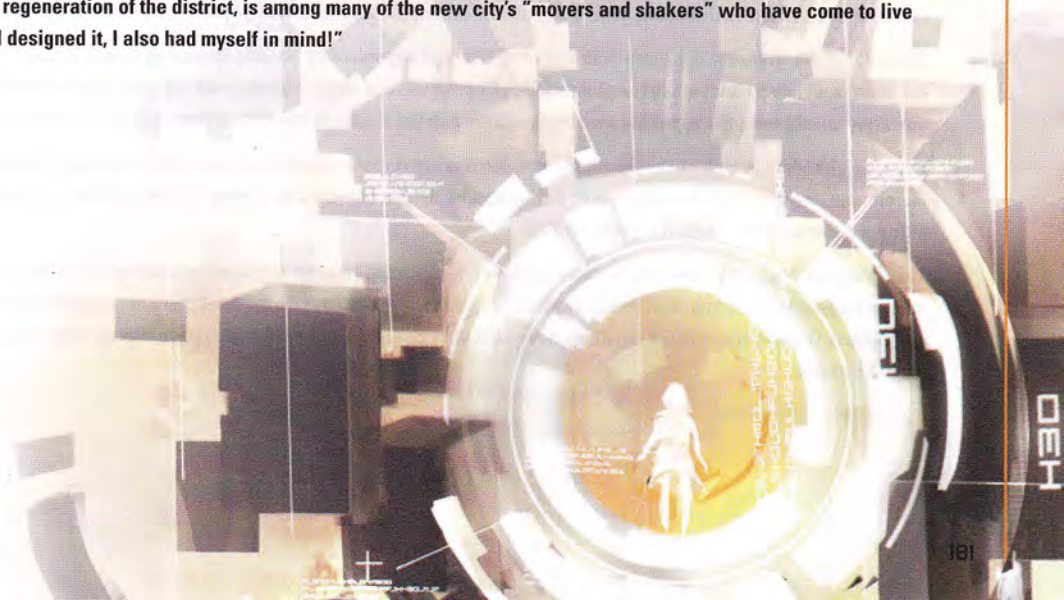
Home to the head offices of the largest corporations in Neo-Paris, the Saint-Michel comfortress is a sumptuous residential project in the center of a historic "quartier" that offers its residents luxury, tranquility and security.

Located in the heart of a Haussmann district from which its name derives, the Saint-Michel comfortress is a vast, high-security residential complex that houses a large number of the most sophisticated and affluent people in Neo-Paris. The most prestigious and famous companies have their head offices here, among which are Memorize, Avram-Hesh Laboratories, and Diktat.

The high density of VIPs living in the complex requires exceptionally high security measures, and the comfortress is patrolled by powerful robot systems, "drones," capable of sealing the district off from intruders. Without warning, these machines have the power to intercept any unauthorized individual from entering the comfortress. This measure, sometimes considered too severe, is viewed as essential largely due to the particular topography of Neo-Paris. As the city was devastated by Tremora bombs during the civil war, its mosaic reconstruction pattern has placed the rich residential districts alongside "no-go" areas still to be rebuilt (the picturesque and dangerous districts known as "Deep Paris").

The residents of the comfortress have all the amenities of the nearby streets and the typical beauty of Haussmann's old Paris: cafes, fashionable boutiques, exhibition spaces, etc., all offering an elegant mix of an historic district of old Paris and "arcological" structures that are both stylish and accessible.

Kaori Sheridan, the famous architect behind the regeneration of the district, is among many of the new city's "movers and shakers" who have come to live in the comfortress. "After all," she said, "When I designed it, I also had myself in mind!"





03 SLUM 404

Shared	Hits	I Remembered	I Had Forgotten
June 30, 2079	428,271	107,038	321,233

Born out of the ruins of the civil war, Slum 404 is a vast, partially flooded shantytown that has emerged from the rubble of a Paris devastated by Tremora bombs.

Slum 404 is one of the ravaged districts still to be renovated, sometimes known as "Deep Paris." The inhabitants of Slum 404 endure harsh living conditions in this chaotic urban environment, with filthy, unsafe buildings and a deprived population often in a state of extreme psychological and social distress.

Geographically, Slum 404 is a maze of islands and terraces separated by chasms formed by landslides and linked by a network of walkways. Transport in the slum is mainly by boat along the canals formed by the various locks that separate the area. The water is rarely treated and contains a host of pathogens and toxic substances; the appalling sanitary conditions in the depths of the slum dramatically reduce the life expectancy of its residents.

Some neighborhoods high above the rubble and detritus are better organized and are now flourishing living spaces. The most striking of these must be the plateau, home of "The Leaking Brain" bar, an establishment famous way beyond the boundaries of Slum 404, and where it's not unusual to meet more affluent citizens out for some dangerous thrills.

The disturbing "Leapers" lurk deep in the abandoned tunnels and flooded passageways left over from the pre-war era. No one dares to venture down here except those who have lost their minds or memory junkies who are near death. According to neighborhood legend, this is where the old hermit from Slum 404, Johnny Greenteeth, is holed up. Some have said that, on nights when the toxic fumes rise up from the pits, they carry the hermit's moans and cries to the slum above.

04 LA BASTILLE FORTRESS

Shared	Hits	I Remembered	I Had Forgotten
September 21, 2072	1,184,228	633,914	550,314

Protected by the artificial "Lake Saint-Louis," La Bastille fortress is one of the largest penitentiaries in Europe. The prison implements revolutionary new incarceration methods based on memory deprivation. Although these may be contested in some quarters, the results are compelling.

La Bastille fortress is a paradox; sometimes the focus of the fiercest criticism, while heaped with praise at other times. This experimental prison has combined the constraints of physical incarceration with a flexible and ethical management of its detainees.

Prisoners are subjected to a temporary memory wipe on arrival at the prison; stripped of their memories, they have no reason to harbor feelings of violence, hatred or vengeance. Nor do they feel the need to escape, as they have forgotten the outside world even exists. Memory wiping offers them a clean mental slate on which they can reinvent themselves. It has effectively neutralized the criminal networks that tend to infect the various penitentiaries.

A panoptic surveillance system enables the subdued and non-violent inmates to move freely within the prison. Another innovation is the individual cells managed by an automated hoist system that moves prisoners around without human intervention, thus reducing potential conflict situations.

However, some critics oppose the memory wiping procedures in La Bastille. Certain political factions, in particular the Errorist movement, denounce the indignity of this treatment, comparing it directly to brainwashing. Madame, La Bastille's prison governor, responded to her detractors in no uncertain terms, stating the prisoner's memories are stored in memory confinement servers and returned to their owners the day they leave the prison. They have no recollection of their time at La Bastille and no escapes have ever taken place. What more could you ask of a prison?



05 SAINT-MICHEL DAM

Shared	Hits	I Remembered	I Had Forgotten
August 18, 2072	575,334	280,003	295,331

An immense work of art, the Saint-Michel Dam contains a vast mass of water known as Lake Saint-Louis. It represents the pinnacle of a huge construction project designed to control the erratic tides of the river water in the Neo-Paris basin.

Erected in the early 2060s, it is a system of dams, locks, and reservoirs protecting the buildings and citizens of Neo-Paris from the damaging effects of flooding and rainwater. The Saint-Michel Dam is at the heart of this fluvial structure and holds 65% of the total mass of water that is contained in the city artificially. This large-scale structure dominates the Saint-Michel quarter, protecting a substantial area of Mid-Paris.

The Lake Saint-Louis extends upstream of the Saint-Michel Dam, and the most wretched areas of Deep Paris are located along its banks. The lake separates the most insalubrious zones, like Slum 404, from the affluent districts, such as Saint-Michel. Further east, it surrounds La Bastille, sealing it off from the rest of the city.

Besides allowing the authorities to control the water levels, the Saint-Michel Dam also serves as a hydroelectric facility, generating a significant amount of power for the city.

06 MEMORIZE HQ

Shared	Hits	I Remembered	I Had Forgotten
May 16, 2075	601,344	335,791	265,553

Dominating the Saint-Michel district, the Memorize head office is the policy center of this multinational where decisions are made on the company's development and implementation strategies, technological future, and commercial orientation.

Located in the center of the Saint-Michel comfortress, the Memorize HQ occupies the company's main tower overlooking the chic Saint-Michel quarter with its massive glass dome. This tower is an icon—a symbol of innovation and prosperity—and many Neo-Parisians are justifiably proud of the Memorize tower.

From certain old, narrow streets, you can clearly see the famous company slogan from a distance, lighting the city up with its promise: "Trust us, we won't forget you."

It is here, on the top floors of the Memorize HQ, that Scylla Cartier-Wells continues the work of her father-in-law, the company founder, Antoine Cartier-Wells, shaping the company's destiny with a rod of iron, providing billions of Sensen users with a constantly renewable source of imagination and creativity.



07 MNEMOPOLIS TOWER

Shared	Hits	I Remembered	I Had Forgotten
March 14, 2077	1,676,310	735,824	940,486

The building of Mnemopolis tower dates from the early 2060s. It was designed to house the Memorize central servers, but its transformation into arcology only dates from 2072. Permanently evolving and almost entirely self-sufficient, Mnemopolis tower represents the most ambitious, large-scale, social and memoriel experimentation project in the city.

Inspired by the "Radiant City" built by architect Le Corbusier in the 20th century, Charles Cartier-Wells commissioned a gigantic arcological tower in the center of Neo-Paris based on the philosophy of a perfect city. According to its creator, this complex heralds "a future where human beings will experience peaceful and total social symbiosis through integral memory sharing."

Not only does its height and shape (a slender tripod) make it immediately recognizable, so does the gigantic orange cube suspended in the air and supported by the three buildings forming the complex. Dubbed the "Conception Cube," this orange heart houses both the Memorize central servers and laboratories and apartments owned by Charles Cartier-Wells.

The residents of Mnemopolis enjoy a special status in Neo-Paris and life in the tower offers an enviable lifestyle: comfort, luxury, security, tranquility, and freedom. However, in exchange for these ideal conditions, the residents have agreed to share their memory and experiment with new social norms through an increased use of the Sensen. To a certain extent, they are primarily citizens of Memorize rather than citizens of Neo-Paris, apart from the purposes of administration.

The philosophical principles of Mnemopolis draw on anthropological theories of collective violence, whereby acts of hatred and brutality arise out of a fear of others. Charles Cartier-Wells' hypothesis is that pooling memories of all the individuals in a group will eradicate their mutual fear and therefore the mistrust, lack of empathy and aggression that normally accompanies it. The Mnemopolis slogans, "Don't be afraid" and "Don't ask what you can do for Mnemopolis, but ask what Mnemopolis can do for you!" are perfect examples of this new social contract.

08 MERIPHÉRIQUE

Shared	Hits	I Remembered	I Had Forgotten
July 24, 2069	318,772	101,396	217,376

Encircling the entire city, the Meriphérique is the most imposing public work in Neo-Paris, and sadly the only one that refugees and illegal immigrants swarming to the city from the sea and other countries will ever see.

The construction of the Meriphérique was the largest public undertaking in the "Phoenix" reconstruction project as conceived by the architect Kaori Sheridan. Its proportions reflect the image of a city born again: immense! The Meriphérique is a massive hexagonal embankment around the city of Neo-Paris, 70 meters high and 50 meters wide and bordered by two slightly convex reinforced concrete walls that serve to retain huge volumes of water. It is built on the foundations of ancient fortifications that demarcated and protected Paris in the 19th century.

Entrance into the structure is via three gigantic locks that control the inbound and outbound traffic of goods and humans.

The Meriphérique was originally designed to protect the city from flooding, rainwater, and the devastating effects of storms, which had become a yearly occurrence since the late 2030s. It was also designed to manage the water levels inside Neo-Paris itself, forming a containment reservoir for the water courses and rainwater draining out of the city. After it was built, the Meriphérique proved extremely effective at controlling and limiting these flows of water. With the increased flux of climate refugees, illegal immigrants, and desperate souls attracted to the bright lights and riches of the new Neo-Paris, controlling people would soon take precedence over controlling the water.

MEMORIZE AND THE SENSEN

01



EP. 01: On the walkway below the cart controls, after the Prowler battle.

02



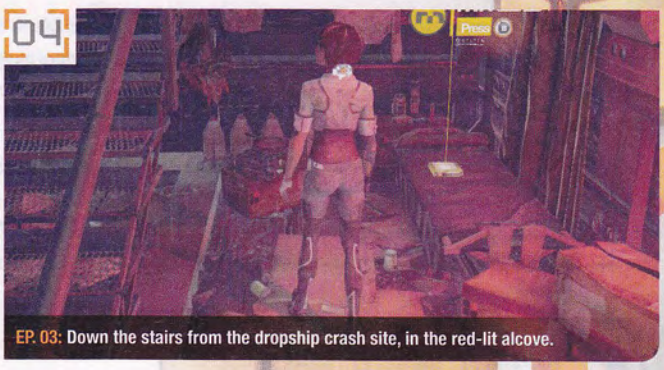
EP. 01: On the hidden ledge in the alley before the Leaking Brain.

03



EP. 02: Behind the large statue following the climbing section after stealing Kaori's memory.

04



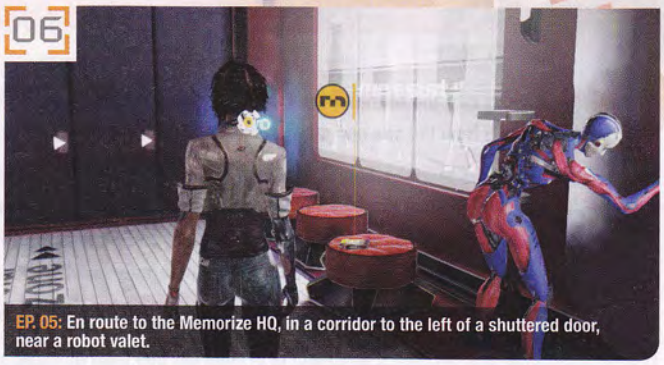
EP. 03: Down the stairs from the dropship crash site, in the red-lit alcove.

05



EP. 04: In the server room, opposite Madame, after the battle in the EgoRoom.

06



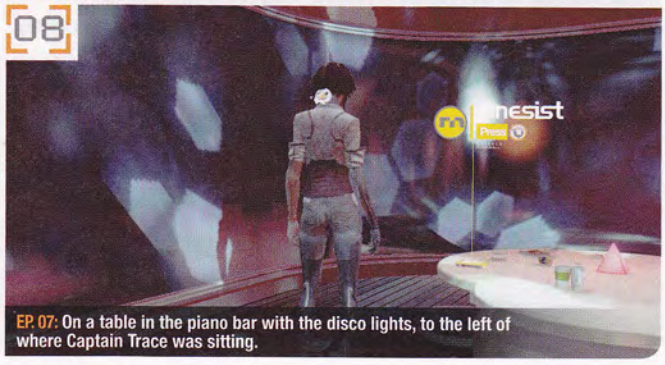
EP. 05: En route to the Memorize HQ, in a corridor to the left of a shuttered door, near a robot valet.

07



EP. 06: In the laboratory room with the red floor, accessed by following the Medical Chair the third time.

08



EP. 07: On a table in the piano bar with the disco lights, to the left of where Captain Trace was sitting.

01 FOUNDING OF MEMORIZE (2012)

Shared	Hits	I Remembered	I Had Forgotten
December 12, 2066	16,045,814	3,638,704	12,407,110

Antoine Cartier-Wells, born in 1984, neuroscientist, mathematician, and humanist, was fascinated by the idea of thought sharing as a cure for hatred and violence. In 2012 he founded Memorize, a small company set up to investigate neural interfaces that enabled sensations, feelings, and thoughts to be shared for short periods of time.

In the early part of the 21st century his research resulted in Direct Neural Interfaces (DNI) and Brain Computer Interfaces (BCI). He theorizes that the synthesis of these sciences would enable a direct exchange between a brain and a machine (computer, electronic, or robotic prosthesis). At this stage the DNI applications operated on a 1-1 mode (one person connected to one machine). Antoine Cartier-Wells wanted to experiment with more powerful interfaces based on an X-1 mode (several people connected to one machine) and X-X (several people communicating via a number of machines).

In late 2009, Antoine Cartier-Wells began connecting DNIs to complex mathematical systems designed to optimize the networks in a totally new way. This approach quickly proved successful, and in June 2012, he transmitted a mental image between two members of his team via a control machine.

After publishing his results, he was suddenly caught in the crossfire between science and industry; two individuals could use his technology to share their sensations in real time! The market was potentially massive with a wide range of applications: medical rehabilitation (quadriplegia and aphasia), neuroscience, and any activity where speed of thought transmission was crucial. But Antoine Cartier-Wells decided to apply his invention to next gen social networks, and his prime objective was still communication between people free of words and speech. And in time, maybe they could even share their memories.

On December 19, 2012, Antoine Cartier-Wells announced the creation of a startup to produce applications for sharing thoughts and feelings, and "Memorize" was born.

02 FIRST MEMORIEL ACCIDENT

Shared	Hits	I Remembered	I Had Forgotten
December 12, 2082	53,943	1,604	52,339

Despite the gravity of the incident, the media provided little coverage on what became known as the "Nanjing HP4" incident. However, this appears to be the first proven case of a large-scale memoriel accident, demonstrating that, contrary to what the official statements from Memorize would have us believe, the Sensen technology is far from as safe.

The authorities have vehemently denied the extent of the risk to the population posed by the artifacts of digital memory. The power of the Sensen in the economy is now clearly so great that any minor criticisms are ignored by our leaders and the news channels, except when they are dismissed with cynical contempt.

The Nanjing HP4 incident is evidence of this policy of silence and treacherous compromise. Towards the end of the 2070s, independent observers reported a serious memoriel accident in China in the town of Nanjing (Jiangsu Province). It is still difficult to ascertain the precise date of this dramatic incident, but the catastrophe resulted in a copy of the memory bank. No field studies have yet been carried out to our knowledge, but an estimated 190,000 citizens were contaminated by pathological memories. The local authorities implemented an emergency wiping program, which was supposed to have cured 97% of the victims (this glib estimate is unconvincing, as confirmed by the sharp rise in suicides and crimes recorded in the region!).

We would probably have never been reminded of this tragedy, were it not for the serious health consequences visible throughout the town of Nanjing and the number of victims, which made any attempts at a cover-up impossible.

When questioned, the Memorize officials blamed the accident on the improper use of the memory saving technology by a Chinese company that didn't own a legal license to operate large-scale memory copying. The Memorize press release stated the "appalling consequences of a technological deterioration" and used the opportunity to reassure users that its "source products" were completely safe.

What the Nanjing HP4 case does prove is that catastrophic memory accidents are possible. Despite their reassuring press releases, Memorize is risking the mental health of the global population in ways that could have terrible consequences for us all. Contrary to what the company would like us to believe, Memorize is not a philanthropic enterprise, but an extremely powerful multinational that has the most extensive and insidious intel on data mining and individual profiling imaginable. It is now time to remember!

03 FIRST SENSEN PROTOTYPE (2059)

Shared	Hits	I Remembered	I Had Forgotten
August 4, 2066	4,257,412	1,415,789	2,841,623

In 2059, Charles Cartier-Wells experimented at Memorize with a next generation Direct Neural Interface prototype, the "sensation engine" or "Sensen."

In spring, 2059, the research team headed by Charles Cartier-Wells, son of the founder of Memorize, carried out a successful experiment with a thought sharing prototype comprising three vital technological upgrades:

> Connection by implant (no computer).

> A network of 20 directly connected individuals that could transmit, receive, and share their sensations directly.

> The possibility of personalizing (received) mental perceptions.



This experimental device was dubbed by its creators the "sensation engine" or "Sensen."

Although still in its experimental stage, the Sensen already offered significant advantages; the implant gave the user total autonomy; he could be mobile and permanently wired. The chip contained algorithms allowing transmission in network mode with no saturation or loss of signal. Plugging the chip directly into the spinal cord tissue increased the speed, quality and power of the neural interface. People could therefore use the Sensen to customize their perceptions and adjust their own settings to remodel the sensations and information received by the brain in real time. Later, more sophisticated versions of the Sensen would even develop this personalization feature based on the user's behavior, allowing the features of the Sensen and the wearer's personality to morph in harmony, even if the wearer had not actively operated the personalization function.

Launched commercially in 2060, the Sensen was received enthusiastically by loyal clients of Memorize, but it would be a few years before the digitization of the human memory would become a real social phenomenon.

04 PHILOSOPHY OF CHARLES CARTIER-WELLS

Shared	Hits	I Remembered	I Had Forgotten
January 5, 2068	1,131,667	201,008	930,659



In April 2064, Charles Cartier-Wells successfully digitized a memory. A precocious genius versed in eastern and western philosophies, the son of Antoine Cartier-Wells dreamed of completing and advancing the work of his father. He would discover the secret of encoding the human memory and create the first digital memoriel network, thus launching humanity into a new golden age.

In 2052, the year the Memorize HQ transferred from Delhi to Neo-Paris, the 16 year-old Charles Cartier-Wells became the youngest director of research in this multinational. Continuing the work of his father, the ambitious prodigy of the Cartier-Wells dynasty was driven in his desire to find the key to human memory.

Raised in India into a family of European origin, Charles Cartier-Wells was also steeped in Aristotelian, Cartesian, and systemic philosophies, along with many ideas from Indian philosophy such as enlightenment (Bhuddi) or the "I, the created thing" (ahamkāra). Charles formulated a highly personal vision of memory due to his constant movement between these very different concepts, which he viewed as a journey ("memory pathways") that served to both suppress and enlighten.

Charles Cartier-Wells used these influences to write a mathematical model for the memory pathways until, in 2063, he achieved a level of functionality and operational stability that was sufficiently economical to be specified and integrated into a Sensen chip. On April 6, 2064, Charles performed the first digital cloning of one of his own memories using the sensation engine technology he had perfected five years earlier.

Several days later and high on creative energy, Charles Cartier-wells re-launched the Sensen experimental protocol. He connected the minds of 20 members of his team and ran his new memoriel digitization program, thus creating the first ever prototype of the memoriel network.

He called the network "Humanity 3.0" or "H3O" to honor the ideals and work of his father.

05 GLOBALIZATION OF SENSEN

Shared	Hits	I Remembered	I Had Forgotten
July 18, 2078	823,648	237,439	586,209

By the late 2060s, the Sensen had infiltrated every area of human activity and everyone was using it. The program applications were constantly upgraded, and it became such an indispensable part of human existence, that these deprived of it were suddenly second-class citizens. The success of a communal society generated by Memorize cannot be denied, but nor can the exclusion of the "NoSens."

The commercial launch of a second generation Sensen in 2065 launched a craze far beyond the optimistic expectations of Memorize. This new Sensen, very similar to the one we have today, brought with it the huge potential provided by memoriel digitization. In countries and entire continents, the new social paradigm offered by Memorize was now implanted in the everyday lives of men and women of all ages across the world. The global memory network spread rapidly, even to regions that were initially reluctant to adopt it for cultural or religious reasons or a lack of access to technology.

Several factors were suggested to account for this collective mania. First, the reconnection via the Sensen with the notion of belonging to a global village, a concept undermined during the period of protectionism and the breakdown in communications resulting from the great catastrophes of the first half of the 21st century. Also, the sense of participation in social and technological progress after the sudden collapse of the models of growth and development was a great comfort to a wretched and troubled humanity.

Now, anyone with a Sensen could not only copy and share their memories, but also acquire and "live" the memory of another person. Potentially any memory could be exchanged and secondary markets sprang up to trade memories. Similar to any trend or fashion, the commercial value of a memory depended on how useful, attractive, or rare it was. Users who dug deep enough could make a memory pay and again satisfy the need to be part of a global network.

The social phenomenon triggered by the Sensen has often been compared to the social networks that emerged at the beginning of the 21st century, with the same "downgrading" of those who had failed to embrace the trend. The "NoSens" were divided into two distinct groups: those who refused the implant (opposers) and those who were denied access to it (climate refugees, stateless persons, illegal immigrants, etc.).

06 FIRST MILITARY APPLICATION

Shared	Hits	I Remembered	I Had Forgotten
November 18, 2082	149,337	14,297	135,040

Real-time sharing of tactical information has always been the dream of the great strategists and generals. Despite the persistent aim of Memorize to restrict development of its inventions to civilian programs, it has been proved that applications based on the Sensen technology have been deployed in military operational zones for the last 25 years. The program known as "F&F-63" is a blatant example of this.

Military personnel quickly realized how thought sharing technology could be applied to their combat activities. The release of the Sensen in 2059 and the subsequent digitization of memory in 2064 immediately offered much greater potential. Evidence has emerged of widespread testing of numerous Sensen applications in the late stages of the war between Canada and the Russian Federation (in the mid-2060s) and, more generally, throughout the regional conflict for control of the Arctic Ocean. "F&F-63" is notable among these programs, many of which were never made public, and is a psychological assistance program for infantry soldiers. F&F-63 wiped horrific or disturbing memories from the minds of soldiers and restored their mental equilibrium in near real time. The program was also of strategic interest, because it backed up the soldier's memory, including traumatic memories, during the active phase, which their superior officers could consult and analyze at a later date.

Remember that since it was founded, Memorize had always refused to carry out or endorse military programs based on its technology. Successive Memorize CEOs, Antoine and Scylla Cartier-Wells, were permanently poised to take legal proceedings against any authorities who developed such programs. However, it must be noted that Sensen's military applications have continued to proliferate over the last 20 years.

07 FIRST CIVILIAN APPLICATION

Shared	Hits	I Remembered	I Had Forgotten
January 3, 2074	374,751	103,378	271,373

Once the Sensen was launched on the market, the demand for specific applications was overwhelming. Responding to social demand and a collective psychological need, Memorize focused its research on memory storage, and the memory bank opened in 2066, the first publicly available civilian application.

From the beginning of the age of the Sensen, the most popular process was memory backup. Some clients wanted to keep their valuable memories safe, while others wanted to discard embarrassing, guilty, or painful recollections. Many of them had suffered cruelly during the European civil war and still bore the scars. Some could also use the Sensen to forget or erase specific errors or sufferings and reinvent themselves, while others wanted to be reborn and start over. Certain observers of technological consumer trends compared this craze to the tidal wave of TV and cellphones which had also taken just a few years to become the norm.

Memorize created the first memory bank in 2066 to respond to this tangible and urgent need in a post-war society. Scylla Cartier-Wells assumed overall control of the company and, not surprisingly, appointed her husband as the scientific project leader. Charles Cartier-Wells designed a working solution in less than three weeks. He was convinced the traditional digital storage would be both ineffective and insufficient for saving large volumes of "memory pathways." So he decided to use the prototype memoriel network, H30, with a substantially enhanced physical framework (equivalent to hundreds of servers). The first tests confirmed the virtually infinite capacity of this new supercomputer. Public pressure was so strong and the lab results so convincing, the Memorize rushed the H30 into operation. H30 would not be limited to running a memory bank for Sensen users; due to its high level of performance, Scylla Cartier-Wells decided to use it as the Memorize central server that same year.

08 SENSEN 6: RESPONSE TO THE MEMO CRIMINALS

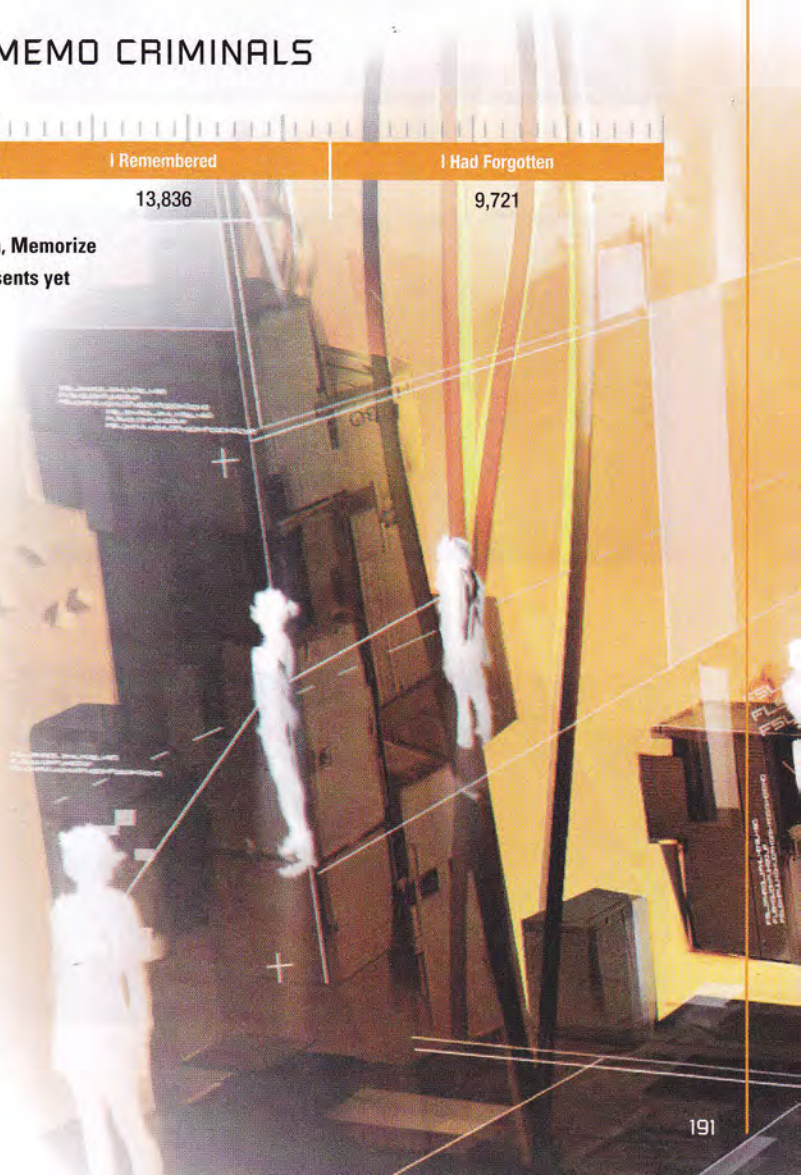
Shared	Hits	I Remembered	I Had Forgotten
January 28, 2084	23,557	13,836	9,721

Faced with the legitimate concerns arising from the risk of memoriel intrusion, Memorize has continued to improve its products and networks. The new Sensen 6 represents yet another attempt by Memorize to combat memo crimes.

The notion of memoriel theft was inconceivable in the humanist vision of Charles Cartier-Wells. For this reason, and perhaps due to its hasty implementation, the first version of the Sensen post-2064 lacked a security system capable of withstanding any organized, malicious attacks.

The exponential implementation of the Sensen in all areas of civil society (private, intimate, friendly, relational, professional, public, media, commercial) gave rise to a new type of crime. The "memory hunters," both anonymous and famous, now formed part of this late century urban landscape.

We can blame Memorize for failing to anticipate this phenomenon when the Sensen was first released, but since then the company has worked overtime to remedy the situation. As it developed its range, they implemented a security system to make memory saving and memoriel transfers 100% hacker-proof, and Memorize became locked in a race against the memo criminals where technological advances would be the obvious key to success. With the Sensen 6, scheduled to release in late 2083 and which eventually saw the light of day at the beginning of this year, Memorize is poised to triumph over the Memory Hunters and any other smart hackers. Security experts say the Sensen 6 contains the same fabulous technological inventiveness that fueled the success of the Cartier-Wells company; a clear response to attempts at memoriel intrusion.



NEO-PARIS VIPS

01



EP. 01: Beyond the ladder on the lower level of the floating market.

02



EP. 02: On the park benches atop the roof before hacking Kaori Sheridan's memory.

03



EP. 02: In the bedroom of the penthouse apartment near the Security Drones.

04



EP. 03: Beneath the blue tarp, to the right of the first locking bar.

05



EP. 04: In the small storage closet across the hall immediately after stealing Madame's memory.

06



EP. 05: On the floor in the hallway beyond the apartment after stealing Captain Trace's memory.

07



EP. 06: In the bottom of the sanitation pit, at the end of the corridor opposite Bad Request.

08



EP. 07: On a balcony over the white cabinets near Captain Trace's corpse.

01 EDGE: THE FOUNDER OF ERRORISM

Shared	Hits	I Remembered	I Had Forgotten
October 7, 2083	913,659	123,784	789,875

Initially considered merely another radical agitator, the mysterious Edge quickly became the leader of the most dangerous criminal organization in the Sensen era. His credo: to use the technology he denounced to expose its lethal dangers. He remains the only Errorist still at large after the dismantling of his movement.

Founder and leader of the Errorists, Edge is the most mysterious and media-savvy celebrity in Neo-Paris. The S.A.B.R.E. Force has pursued him relentlessly for year, yet he eludes capture and continues to broadcast public messages to justify his actions. Edge continues to incite popular hatred for what he calls "criminal amnesia" even though his fellow members have been arrested and his organization has been dismantled.

Many theories abound regarding the true identity of the Errorist leader; it is widely believed he's a climate refugee operating from a mobile HQ outside the Meriphérique. This accounts for why he was the only member to avoid the wave of arrests ordered against his movement.

Since its formation in 2068, the movement has mainly carried out data theft, piracy and material sabotage for propaganda purposes. Edge and his agents were blamed for the death of Captain Frank Forlan, the S.A.B.R.E. Force commander who died under suspicious circumstances. Forlan's death prompted the hunt and arrest of all Errorist members. Only Edge, the founder, has evaded the dragnet that called an abrupt halt to the organizations activities.

02 KID X-MAS

Shared	Hits	I Remembered	I Had Forgotten
July 8, 2082	586,860	127,892	458,968

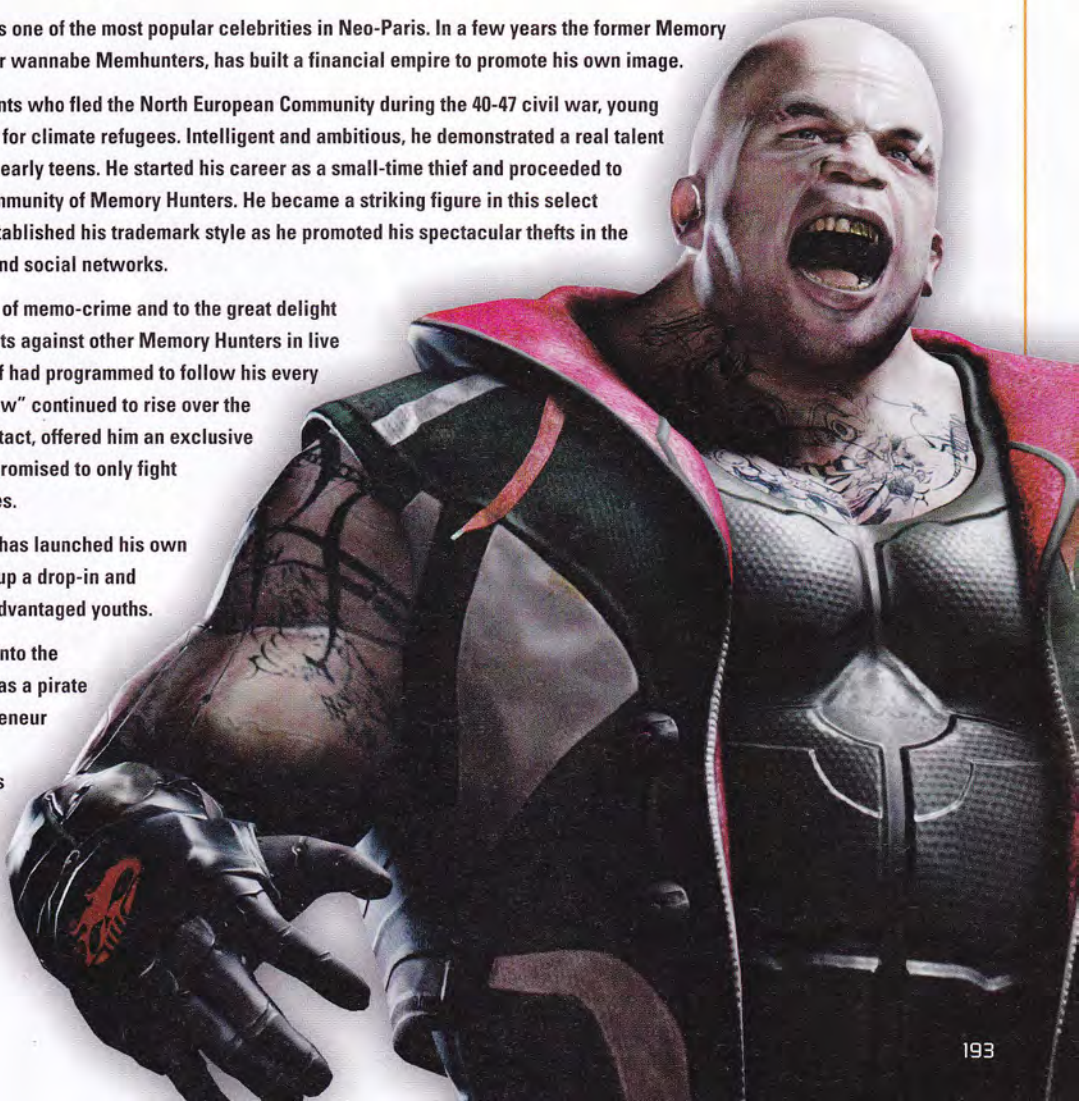
Ex-criminal turned bounty hunter, Kid X-Mas is one of the most popular celebrities in Neo-Paris. In a few years the former Memory Hunter, who illegally broadcasts his shows for wannabe Memhunters, has built a financial empire to promote his own image.

Born in Boulogne in the Paris suburbs to parents who fled the North European Community during the 40-47 civil war, young Ulf Hansen grew up in the ghettos designated for climate refugees. Intelligent and ambitious, he demonstrated a real talent for memory hacking and memoriel theft in his early teens. He started his career as a small-time thief and proceeded to set the standards of hacking in the closed community of Memory Hunters. He became a striking figure in this select group under the alias Kid X-Mas, and soon established his trademark style as he promoted his spectacular thefts in the media via free broadcasting on the underground social networks.

Fueled by his super-status as a young prodigy of memo-crime and to the great delight of his fans, Kid competed in a series of contests against other Memory Hunters in live broadcasts filmed by cameras that Kid himself had programmed to follow his every move. The viewing figures for his "X-Mas Show" continued to rise over the years until the entertainment channel, Memintact, offered him an exclusive contract to air his exploits. In return, the Kid promised to only fight criminals and people wanted by the authorities.

Since then, the young refugee from Boulogne has launched his own clothing brand, recorded two albums and set up a drop-in and rehabilitation center providing sports for disadvantaged youths.

Kid X-Mas has managed to move effortlessly into the mainstream without damaging his reputation as a pirate and bad boy, and has morphed into an entrepreneur and showman. His critics say he rarely picks fights with Memory Hunters now because he's frightened of betraying his lack of form. But he just smirks, reminding them that he remains unbeaten in one-on-one combat and rarely fights opponents now because they're all locked up in La Bastille fortress. Thanks to him!



03 KAORI SHERIDAN

Shared	Hits	I Remembered	I Had Forgotten
August 12, 2084	20,548	1,824	18,724

An architect of international renown, Kaori Sheridan is responsible for "Phoenix," a massive reconstruction project for Neo-Paris, a city badly damaged by the catastrophes and clashes it suffered during the 21st century.

Born in 2046 in Osaka, Kaori Sheridan soon established herself as one of the greatest architects of her time. Right from her early works, she set out her vision of global urban architecture that would not sacrifice aesthetic considerations. When rebuilding cities and megacities where whole districts had been devastated by civil wars and catastrophes during the first half of the 21st century, she retained the traditional architecture wherever possible whereas most of her competitors favored a more pragmatic approach based on emergency reconstruction.

Invited by the Neo-Paris authorities to design a comprehensive reconstruction program for the city, Kaori Sheridan conceived the "Phoenix" project, to be implemented over 30 years. Her emphasis on the long term attracted criticism from many refugee associations, who accused her of systematically prioritizing wealthier districts while the ghettos and insalubrious pockets like the notorious Slum 404 remained areas designated for the final phases of the program. "This is a mock trial," said Sheridan in an interview on July 27, 2084, on the Perky Maggie show: "I never favored the more beautiful districts; they are beautiful because I rebuilt them."



04 NILIN

Shared	Hits	I Remembered	I Had Forgotten
September 17, 2084	169,657	45,873	123,784

About 25 years old, Nilin is the most famous and secretive criminal in Neo-Paris.

Almost nothing is known about the Errorist known as Nilin; even her date and place of birth are shrouded in mystery to such an extent that it is rumored she herself wiped any memories and information that would point to her true identity. However, it's fairly certain that she gained a solid reputation as a Memory Hunter before joining the Errorist movement. Several testimonies from former memory criminals, including the notorious Kid X-Mas, say she had a lucrative Errorist career as a memory thief in Slum 404 from 2078. She probably met Edge there, joined the Errorist movement, and was one of their most active and deadly agents until her arrest in spring, 2084. "Can I just say 'respect'," said Kid X-Mas, "this chick really knows how to use a hunt glove. It's a shame she's wasting her talents on a futile cause."



05 MADAME

Shared	Hits	I Remembered	I Had Forgotten
January 15, 2083	14,566	1,782	12,784

Her position as governor of La Bastille fortress requires her to use the alias "Madame" and she rules the prison with an iron fist. Her past may be shadowy, but her outstanding record has kept her at the top of a totally new type of penitentiary since her appointment in 2074.

Although doubts may remain regarding her origins, Madame was born Astrid Voorhees in 2036, in Paris. Abandoned as an orphan from the age of eight, she grew up among the survivors of the dark years, an era torn apart by wars and natural disasters. She first appeared in the records of the brand new city, Neo-Paris, aged around 30 as one of the first volunteers to accept a Sensen terminal implantation to allow her to work in the municipality. She designed the La Bastille penitentiary system herself, and orders the temporary wiping of the memories of its inmates. This revolutionary idea is made possible by the omnipresent Sensen, which enabled her to manage and control docile and non-violent criminals. Relieved of the burden of their past, they resist the temptation to return to an outside world they no longer remember.

Madame was appointed governor of La Bastille when it opened in 2074 and has achieved the impressive record of not having a single escape on her watch. But rumors have persisted over the years regarding the prison's "opaque" management style and evidence exists that, although the memories of the prisoners are restored the day of their release, memories of their period of incarceration are wiped clean. "An essential security measure," says Madame, "to prevent any escape organized from the outside." Her opponents declare this is "a flagrant violation of human rights that is unacceptable in a modern democracy like Neo-Paris." Some have even accused her of memory crimes against the prison population of La Bastille, but no eye-witness reports have ever been produced to support such accusations.



06 SCYLLA CARTIER-WELLS

Shared	Hits	I Remembered	I Had Forgotten
September 6, 2081	80,727	34,784	45,943

A pure product of the "brains hothouse" funded by Memorize, Simrin "Scylla" Sial was always destined to make her career in this prestigious multinational. After her marriage to Charles Cartier-Wells, she quickly rose up the ranks to the top of this most powerful privately-owned company, which she proceeded to rule with an iron rod.

Born in 2037 in Delhi to an Indian father and an Ethiopian mother, Simrin Sial grew up in a wealthy family of IT experts who were employed at Memorize. Her difficult personality prompted her father to nickname her "Scylla", an alias that stuck and which she would formally adopt as her first name.

Scylla Sial upheld the family tradition and studied computer science at the brains hothouse in Delhi founded by Antoine Cartier-Wells. She followed her father to Neo-Paris where he was transferred in 2052, when the multinational moved its head office back to the renovated capital. Here, she met Charles Cartier-Wells, a young and brilliant scientist who was already researching the mechanics of memory digitization. She joined his team as an assistant in 2056, and they married the following year.

After the birth of their first child, she remained her husband's assistant until 2064, when she lost her left leg in a serious car accident. After several months of rehabilitation and physical reconstruction, she returned to work at the Memorize head office and joined the Executive Board in the spring of 2056. Exactly two years after her accident she was appointed CEO, the supreme head of the company; a position she still holds.

A woman of few words and little time for social niceties, Scylla Cartier-Wells forged her image as a woman totally dedicated to her work and her company. Under her leadership Memorize became the most famous and prosperous economic powerhouse in the world.



07 OLGA SEDOVA

Shared	Hits	I Remembered	I Had Forgotten
August 22, 2084	27,682	8,957	18,725



A bounty hunter specializing in tracking down dangerous criminals, Olga Sedova is undoubtedly among the elite of the profession. She and her husband David are the most famous trackers in Neo-Paris.

Originally from the Ukraine, Olga Sedova rose to prominence as a bounty hunter in the duo she formed with her husband David. They met during the turbulent years of the reconstruction of Neo-Paris, which resulted in the privatization of policing activities and a proliferation of bounty hunters who pledged to enforce the rulings of the justice system. She suggested they combine their expertise, and the pair proved to be a notoriously effective partnership. Reputed for their efficiency and ruthlessness, the duo's golden age was the great Errorist hunt of 2082. They arrested 37 Errorists; an achievement that earned them the "Dead or Alive" award that same year.

But a shadow looms over the Sedova couple's impressive tally: rumors persist that David is afflicted by a memoriel disturbance. He never concealed the addiction he developed in his early tracking years when he implanted memories of his targets into his mind to understand them better and locate them more efficiently. He has withdrawn from view in recent months, leaving Olga to arrest fugitive criminals alone; an activity she continues to pursue with ferocious zeal.

08 CHARLES CARTIER-WELLS

Shared	Hits	I Remembered	I Had Forgotten
June 15, 2079	826,083	347,186	478,897



A true scientific genius, the heir to the Cartier-Wells dynasty is tireless in his efforts to create a better future for humanity. The inventor of the Sensen, Charles now lives in the heart of the Mnemopolis towers, his first community project based on the permanent sharing of recollections and memory.

The son of Antoine Cartier-Wells who founded Memorize in 2012, Charles quite naturally continued his family's research into the control of neural interfaces that had made the company's fortune. A brilliant scientist, young Charles soon moved away from the financial management of his empire to concentrate on pure research. In spring 2064, he completed his father's work on digitizing the human memory, thus triggering the age of the Sensen.

Charles Cartier-Wells was strongly criticized for handing over control of the family business to his wife to focus on modifications to and specific applications for the Sensen. He gradually retired from public life to devote himself to his work on sharing the human memory. The first experiments in his "in vivo" concept began in 2074 as a space for community life based on the permanent sharing of its residents' memories. The "Mnemopolis" project had a threefold objective: architectural, technological, and social experimentation.

Tucked away in the center of this device in an enclosed space called the Conception Cube, Charles Cartier-Wells continues to imagine an evolved humanity free of its old fears and ready to face the overwhelming challenges ahead.

TECHNOLOGY

01



EP 01: Behind the red boat on the lower walkway in the floating market.

02



EP 02: On the table in the kitchen of the fancy apartment.

03



EP 03: Amongst the garbage in the alcove atop the stairs after the metro crash.

04



EP 03: In the first section of the minefield, during Johnny's second Remembrane.

05



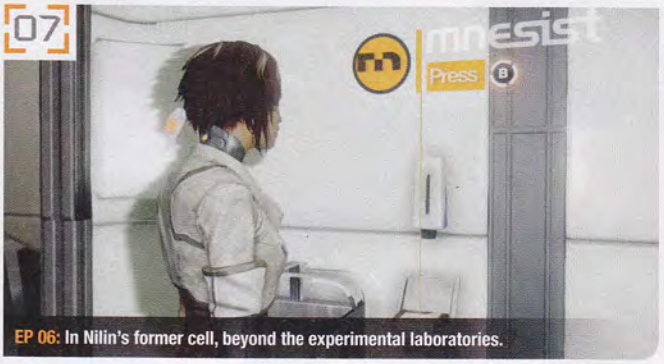
EP 04: At the end of the right-hand corridor after the Nephilim battle in the prison courtyard.

06



EP 05: Slip past the Security Drones on the way to Scylla's office and enter the center room near the elevator.

07



EP 06: In Nilin's former cell, beyond the experimental laboratories.

08



EP 07: On a table beneath the left-hand stairs in the central security post.

01 HUNT GLOVE

Shared	Hits	I Remembered	I Had Forgotten
March 8, 2081	226,559	54,957	171,602

The hunt glove is the favorite weapon of the "Memory Hunters," a small band of criminals who emerged in the late 2060s and perfected the art of stealing memories from other people. Many debates and theories persist regarding the origin and mastery of this particular tool.

The Memory Hunters' (or "memhunters'") weapon of choice, the hunt glove allows them to break the Sensen security mechanisms of their target undetected. The glove establishes brief but deep contact with the electronic matrix containing the victim's digitized memories, enabling them to steal memories.

However, memoriel theft requires more than just a hunt glove; special cerebral attributes are required to control it, without which it would be impossible. The user is as important as the tool itself, and it is estimated that fewer than one in 10,000 people have the skills required to be a Memory Hunter.

Kid X-Mas, one of the most famous reformed memhunters, revealed in his "X-Mas Show" that a true Memory Hunter can calibrate and personalize his hunt glove to create a unique tool to match his cerebral profile. Kid reckons that the level of personalization will often decide the outcome in a duel between two Memory Hunters.

But the true origin of hunt gloves remains obscure, and the mystery has given rise to numerous rumors. What seems beyond any doubt is that the manufacturer of these objects, true technological gems, is way beyond the normal scope of the criminal fraternity. Some say it was the work of a renegade from the Memorize research units, and that the tool, originally designed by and for the intelligence and counter-espionage agencies, was "leaked" into the criminal underworld. The popular myth of a single creator of the glove hidden away in a secret lab is most likely part of the urban folklore in the age of the Sensen.

02 REMEMBRANE

Shared	Hits	I Remembered	I Had Forgotten
May 20, 2082	412,304	87,066	325,238

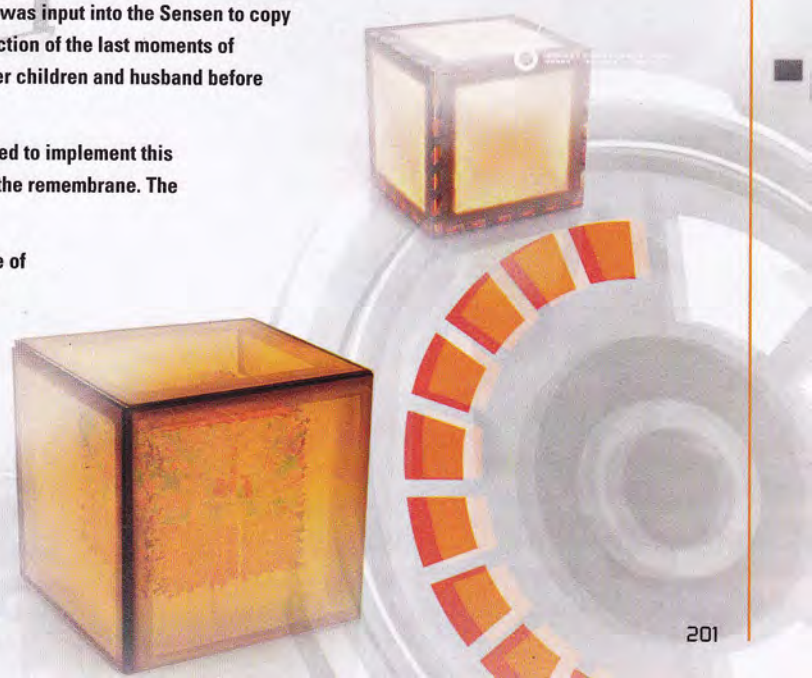
The remembrane is a technique used for the virtual projection of a digitized fragment of a memory using augmented reality. The memory is played at the same speed and scale in situ.

Remembrane technology was first developed by the S.A.B.R.E. Force to reconstruct certain crime scenes by tapping into the memory of witnesses or suspects. The digital memory is converted into images projected directly into the user's Sensen in the form of a 3D reconstruction of the event, which is then played in front of their eyes.

It was during the Gansberg affair (the famous sculptor and his family were murdered in their residence in the New-Belleville comfortress) that research began into the virtual projection of a memory. On the decision of the prosecutor, and despite public protests from relatives and many religious leaders, the digitized memory of the four victims was input into the Sensen to copy their last memories. Investigators in the case carried out a manipulated projection of the last moments of each victim in the house, and were able to determine that the mother killed her children and husband before killing herself.

Spurred on by this success, the criminal division of the S.A.B.R.E. Force decided to implement this technique systematically, and developed the protocol that became known as the remembrane. The latest versions of this program can now reproduce sound.

Cases of the illegal use of remembranes have been reported outside the scope of judicial investigation, but have never been substantiated or confirmed by an independent source.





03 AV-78 "HORN OF JERICHO"

Shared	Hits	I Remembered	I Had Forgotten
February 18, 2078	702,485	276,422	426,063

The AV-78 Horn of Jericho, the flagship technology of the Avram Hesh Laboratories, is a versatile and extremely robust public security robot routinely used by S.A.B.R.E. Force agents for surveillance and law enforcement duties. In situations of serious public disorder, its tactical deployment may extend to riot control and crackdown operations.

The AV-78 "Horn of Jericho," more commonly known as "Zorn," is a multi-function combat robot that was commissioned for public security and used to neutralize or eliminate hostile targets. As a surveillance device for law and order enforcement, the Zorn is distinguished by its strength, versatility and high level of autonomy, with an ability to make decisions that makes it a superb bodyguard, sentinel, or bounty hunter.

The AV-78 was conceived and created to operate in densely populated urban areas to ensure the safety of both locations and people. Its attack techniques are therefore programmed to minimize the risk of collateral damage and injury to any citizens or passers-by within its intervention radius. Its tactical programming is such that it favors one-to-one combat operations and, when deployed, the Zorn's solid armor allows close engagement with the target, allowing it to exploit its size and power to swiftly put any opponent out of action.

Enforcers in the S.A.B.R.E. Force often use AV-78s for site surveillance. Zorns are also useful in situations of civil unrest, riots, terrorist threats, and other major incidents. Although the AV-78 Horn of Jericho isn't a combat robot, it can prove extremely effective when deployed in sufficient numbers against heavily armed enemies, to counter serious threats, or to carry out repressive measures deemed too sensitive or dangerous for humans.





04 SPAMMER

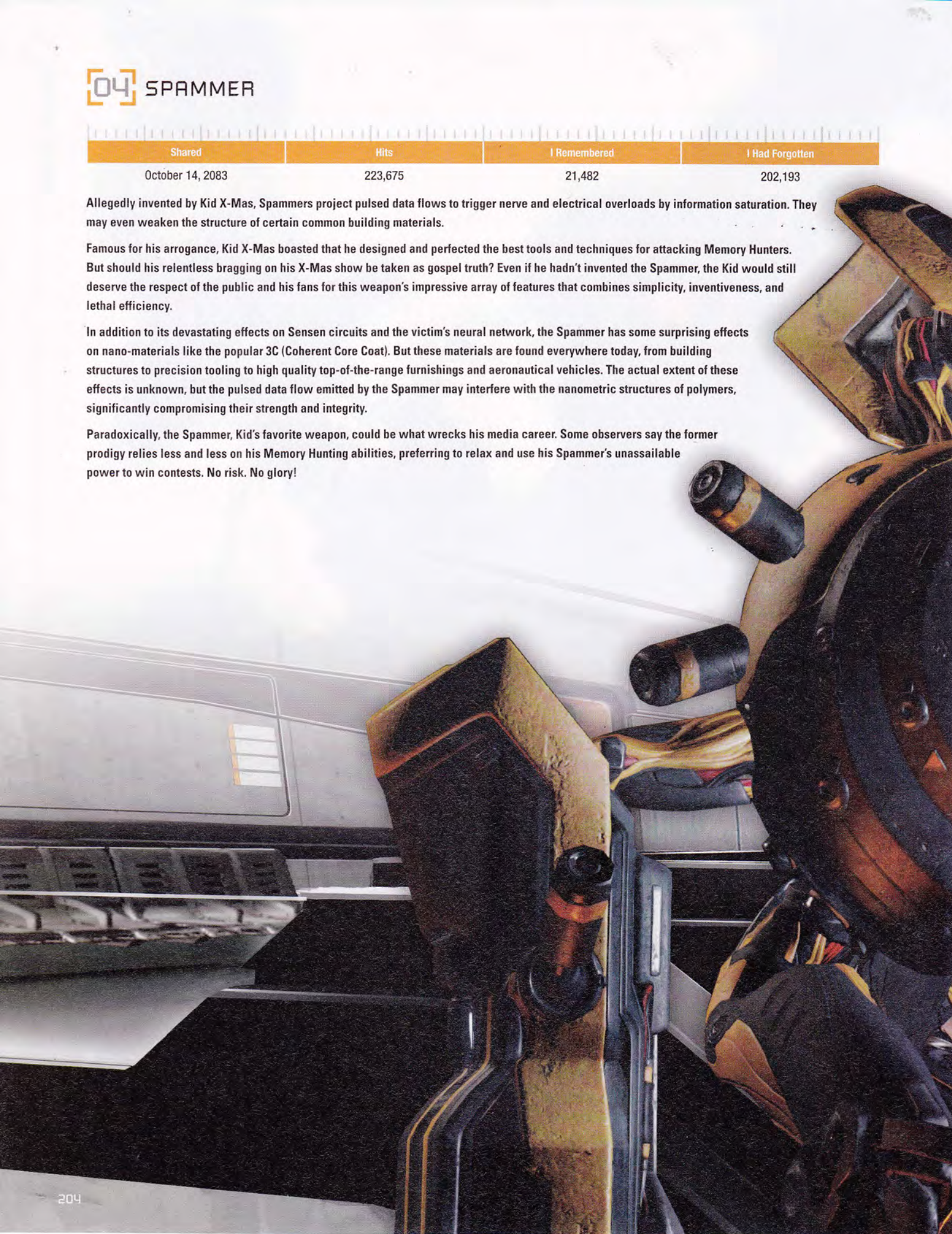
Shared	Hits	I Remembered	I Had Forgotten
October 14, 2083	223,675	21,482	202,193

Allegedly invented by Kid X-Mas, Spammers project pulsed data flows to trigger nerve and electrical overloads by information saturation. They may even weaken the structure of certain common building materials.

Famous for his arrogance, Kid X-Mas boasted that he designed and perfected the best tools and techniques for attacking Memory Hunters. But should his relentless bragging on his X-Mas show be taken as gospel truth? Even if he hadn't invented the Spammer, the Kid would still deserve the respect of the public and his fans for this weapon's impressive array of features that combines simplicity, inventiveness, and lethal efficiency.

In addition to its devastating effects on Sensen circuits and the victim's neural network, the Spammer has some surprising effects on nano-materials like the popular 3C (Coherent Core Coat). But these materials are found everywhere today, from building structures to precision tooling to high quality top-of-the-range furnishings and aeronautical vehicles. The actual extent of these effects is unknown, but the pulsed data flow emitted by the Spammer may interfere with the nanometric structures of polymers, significantly compromising their strength and integrity.

Paradoxically, the Spammer, Kid's favorite weapon, could be what wrecks his media career. Some observers say the former prodigy relies less and less on his Memory Hunting abilities, preferring to relax and use his Spammer's unassailable power to win contests. No risk. No glory!



05 "VALET" ROBOT

Shared	Hits	I Remembered	I Had Forgotten
March 12, 2076	1,184,303	505,831	678,472

Initially designed to provide personal services, Valets are humanoid, multitasking robots that can now carry out site surveillance and maintain public safety. Developed by Avram Hesh Laboratories, this model was a perfect answer to the need for personal security in an urban environment.

The first Valet emerged from a robotics program applied to personal protection and automated security technologies. Its sleek design and physical proportions of an adult human with a serene face were selected for their psychological effect. The owner is reassured by the sense of calm emanating from the Valet, and its resolute and assured bearing is likely to deter potential attackers.

The main advantage of this machine is the relatively low cost of manufacture which has led to mass production and the replacement of human agents by Valets in many thankless patrol and guard duties, site surveillance, and access control. Designed for private use, these robots are programmed to never injure or attack a human under any circumstances.

Two models were specifically developed for guard and public security duties: the AV-48S "Seraphim," flying models generally used for site surveillance, and the AV-48N "Nephilim" models for riot control and emergency situations. Unlike the standard models, these two products are authorized to use force against any individuals considered hostile.

06 PICK-SOCKET

Shared	Hits	I Remembered	I Had Forgotten
November 7, 2077	98,675	11,053	87,622

The pick-socket is a small, versatile, illegal, and efficient device that generates a dual digital and energy salvo to open digital locks and security systems.

If you have forgotten your entry code, the locksmith who comes to open your door may well have an electronic skeleton key that will do the job for him. Dubbed the "Pick-Socket," this is merely the digital version of its ancestor, the pick-gun.

As usual in the security sector, the appearance of the pick-socket came in the wake of the development of digital lock technology and the spread of digital locking mechanisms. The first known pick-sockets were crude assemblies of basic electronic and digital components. Faced with the constant innovations in digital lock manufacture, skilled craftsmen and other shady locksmiths gradually refined the pick-socket technology, notably by simplifying its essential components. During the last few years the S.A.B.R.E. Force has admitted seeking tools capable of opening the most stubborn locks; it is a veritable Swiss Army knife for thieves of the digital era. Luckily pick-sockets of this caliber are rare, and far beyond the reach of amateur cat burglars!

The pick-socket's operating principles aren't complicated (it's all in the quality of the manufacture): it emits a salvo of junk-data and energy capable of overloading and cracking numerically coded systems forcing them to enter binary mode, i.e., ON or OFF. A pick-socket must be charged up to reliably emit a salvo, which could considerably hamper a thief confronted with a series of physically diverse digital locking mechanisms.

07 S.A.T. TECHNOLOGY

Shared	Hits	I Remembered	I Had Forgotten
January 20, 2079	813,007	318,609	494,398

S.A.T. technologies have turned the use of automated care systems, access to patient profiling, and administering of nano-agents into routine procedures.

SomAgenT or S.A.T. technology was the result of a change in the medical paradigm arising from three developments:

> Automation of non-surgical procedures (S.A.T. terminals and stations).

> Profiling of patient monitoring (resilience factor).

> Extensive, authorized range of preventative and curative nano-technologies.

S.A.T. terminals evolved out of these developments, and automated systems are now commonly used throughout Neo-Paris offering subscribers a full diagnostic and care service. Depending on the medical need (wound, inflammation, poisoning, fracture, migraine, etc.), the terminal administers a nano-flow of somatic agents into the client's body to restore the correct level of physical performance treating any condition that doesn't require serious surgical intervention quickly and painlessly.

The authorities recently increased the distribution of S.A.T. stations across the city for the less fortunate citizens. The system is restricted to first aid services, but despite its limitations (the system has no record of the patient's medical history), the S.A.T. station dispenses an anonymous, free service which is accessible everywhere and which could be vital in an emergency.

Applications were developed outside the public sphere to permanently boost an individual's resilience factor by flooding their body with restorative nano-agents. Dubbed "S.A.T. patches," the applications were developed for the exclusive use of the S.A.B.R.E. Force, but are also available on the black market.

08 SCARAMECH

Shared	Hits	I Remembered	I Had Forgotten
July 24, 2079	172,302	95,6311	76,671

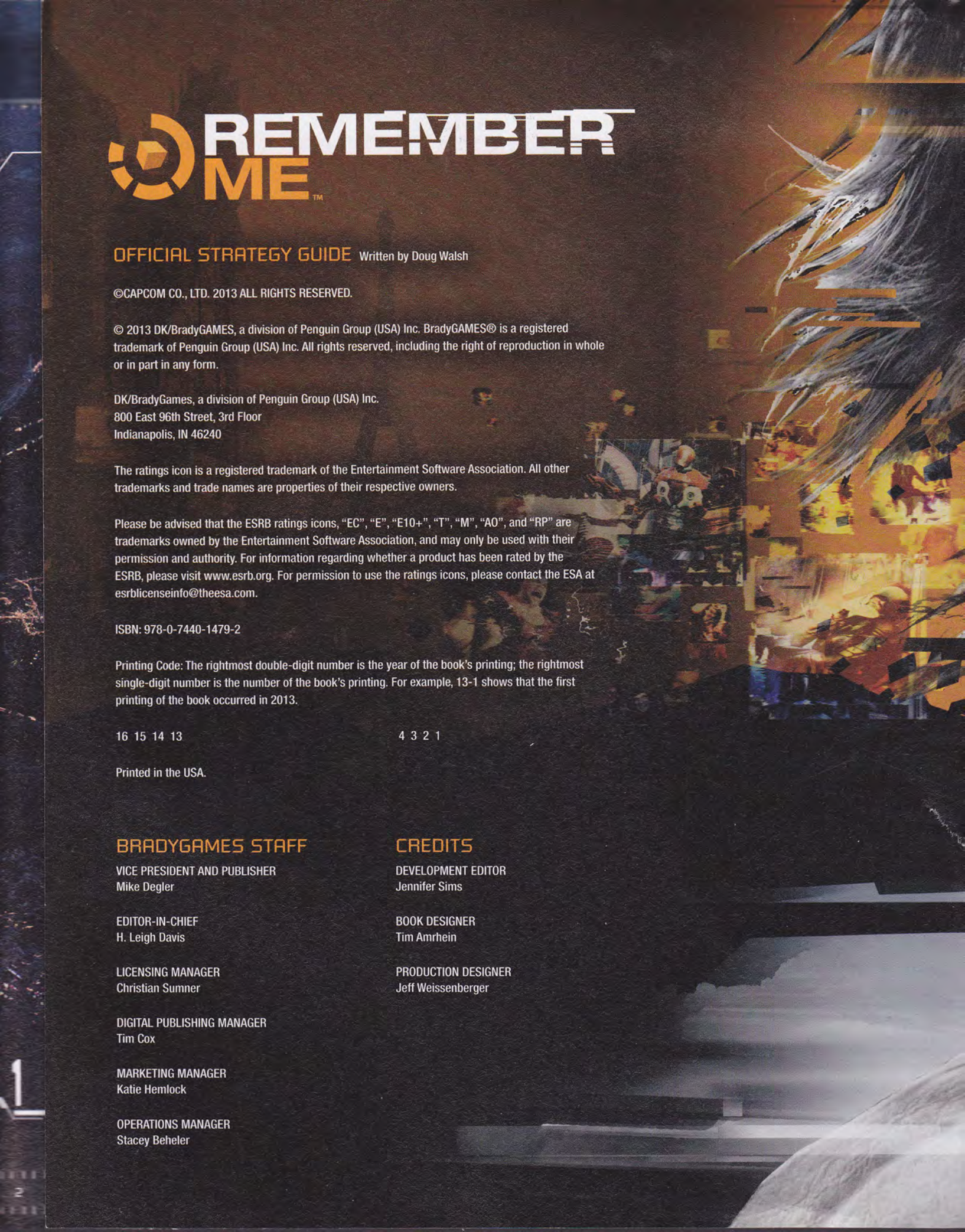
The date of their first appearance in Neo-Paris is uncertain, but scaramechs are the robotic equivalent of rats: these vermin have adapted perfectly to the digital era and feed on the detritus of the memoriel society.

Scaramechs are small, highly adaptive robots that have evolved into autonomous, insectoid creatures whose sole aim is to survive by connecting to energy resource points and information outlets.

No one knows exactly where they came from, but the most widely accepted theory is that they are "bastardized" robots from the Japanese IJS (Industrial Junk Scavenging) programs; machines for recycling the industrial waste that threatened to overwhelm the Japanese archipelagos in the mid-21st century. Keen recyclers, scaramechs have become uncontrollable parasites feeding on the flow of memo-data and storing the most useful fragments in their synthetic memory.

Judging that scaramechs were harmless to humans, the Neo-Paris authorities chose to ignore the potential risks from the proliferation of these creatures. This relaxed policy was open to criticism however if, as some scientists believed, these robots ever used the city's memoriel debris to evolve into a higher and perhaps more predatory form of existence. This hypothesis aside, the authorities are carrying out an assessment of the material damage caused by scaramechs.





REMEMBER ME™

OFFICIAL STRATEGY GUIDE

Written by Doug Walsh

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ISBN: 978-0-7440-1479-2

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 13-1 shows that the first printing of the book occurred in 2013.

16 15 14 13 4 3 2 1

Printed in the USA.

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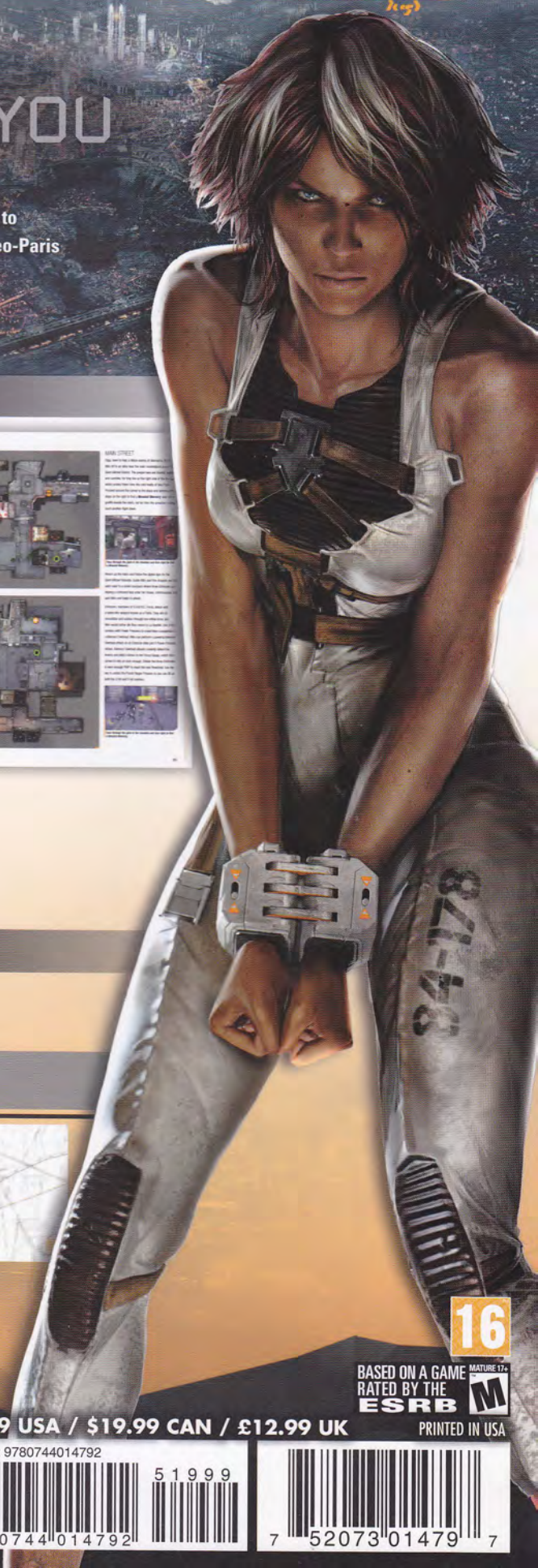
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$19.99 USA / $19.99 CAN / £12.99 UK

ISBN: 9780744014792

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